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- ★ S.W. MAKES THE NEWS
- ★ LONE RANGER RIDES AGAIN
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VOL. 3, NO. 27

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OUR THANKS THIS ISSUE TO: Bobb Lynes, Jim Stringham, Mario DeMarco, Ron Vivian, Chuck McCleary, Eric Hoffman, John Cardello, L.D. Adams, J. Salamandra, Tom Weaver. Special thanks to Jim Stringham this issue.

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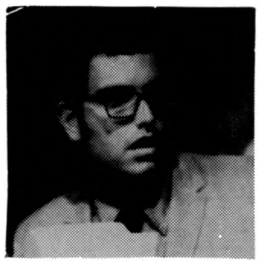
BY JEFF WALTON
EDITOR SERIAL WORLD



The action and adventure epic is back in rare form with George Lucas' RAIDERS OF THE LOST ARK. By now most of you have seen this film, yet in this issue is one of the first major reviews of the flick. All the following reviews I read all made reference to Raiders as a glorified "SERIAL."

Whew, there is so much material to stick into 32 pages. Again I must say that there is no room for SERIAL MAILBAG and our AUCTION this issue, but they will return next time.

Although we finish with THE LONE RANGER RETURNS this issue, we still want to bring you highlights from the very rare pressbook material on the chapterplay. We'll do that next issue. Note the color lobby cards in this issue. They are from the originals and very rare. Thanks to Jim Stringham for providing the cards for our publication and your collection.

On page 20 of the last issue SERIAL LOBBY CARD AUCTION, the wrong P.O. Box was printed. That box number should read 64345. Please note it in case you still want to get into the auction. I will keep it open awhile longer. The color lobby card from CAPT. MARVEL is a beauty.

Don't forget to order your copies of THING and FAVORITE WESTERNS. Any of you out there have any news regarding Leo Gutman's COLUMBIA serial package, please let me know. Until next time, read on...

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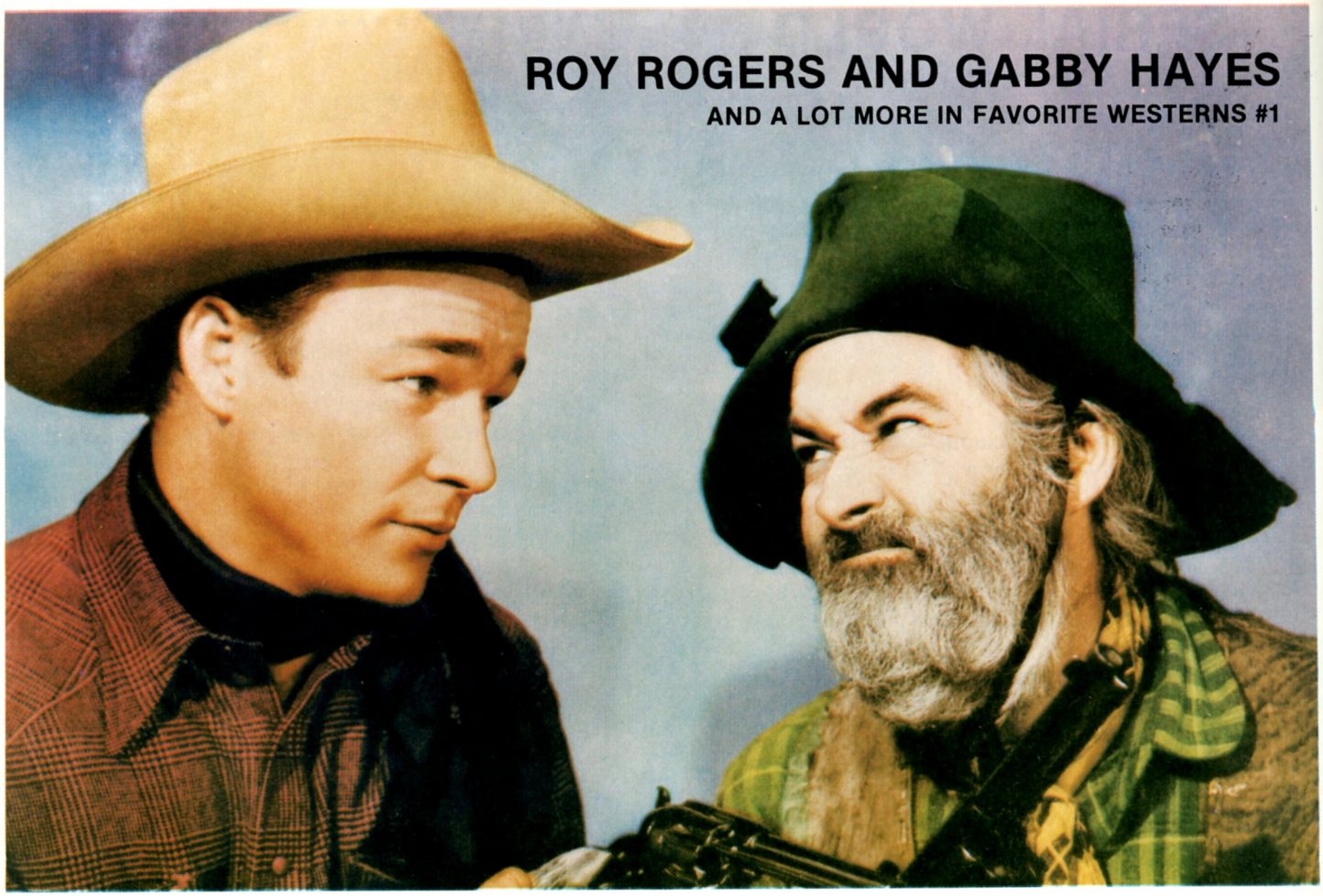

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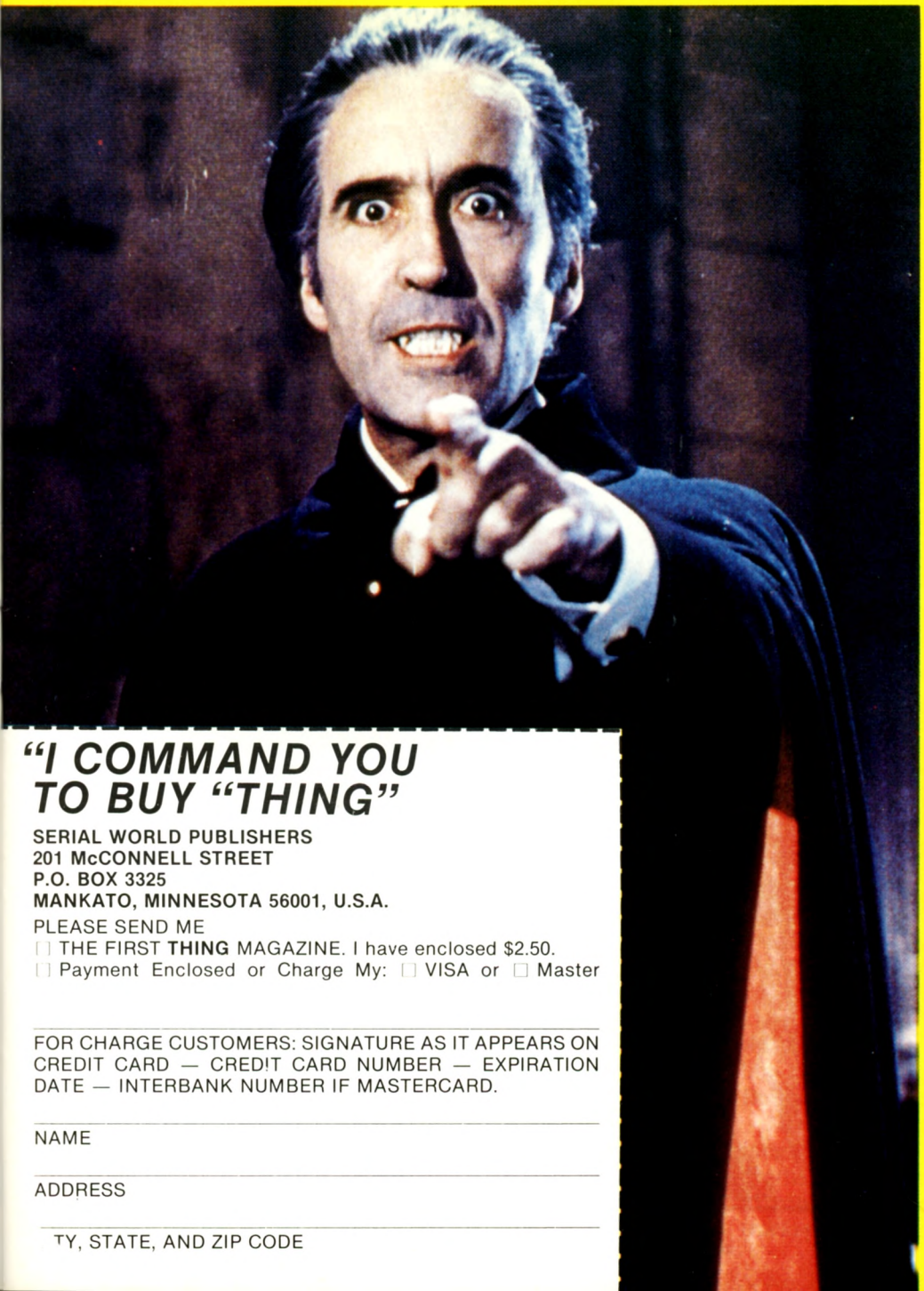

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SERIAL WORLD MAKES NEWS

LOS ANGELES TIMES JUNE 7, 1981

I got up early that Sunday morning and tore apart the paper as I usually do. To my shock I found the article below on the front page of the CALENDAR section in of all papers, THE L.A. TIMES. Although we have just a mention it is interesting to note that after so many years of struggle in printing our zine that we finally get recognition of this kind. I had to share it with you and hope you'll share it with someone else...who just may want to subscribe to SW.

LOS ANGELES TIMES CALENDAR JUNE 7, 1981

B WESTERNS—RIDIN' TALL IN THE SADDLE

By DEBORAH CAULFIELD

The B Western: Hoot Gibson battles a bad guy in a black hat inside a burning stagecoach as it careens out of control down the mountain. After a shattering crash at the bottom, Gibson emerges from the wreck, wipes his brow and says coolly, "Mighty hot in there."

"Little pards" of the 1930s and '40s fondly recollect those action-packed Saturday matinees of yesteryear. Those were the days of the Hitching Post theaters in Los Angeles, where would-be cowboys had to check their cap guns, hats and holsters in the lobby if they wanted to see their favorite cowboy hero. The era is gone, but certainly not forgotten. Fans worldwide continue to keep the memory of B Westerns alive and kicking.

Other articles in Calendar's roundup: the Western as it nears the trail's end, by Dale Pollock on Page 5, and a remembrance of "The Bounty Killer," by Sheila Benson on Page 6.

These aficionados can be stereotyped by sex and age—with few exceptions they are male and over 45. But their love of cowboy sagas crosses professional and geographical boundaries.

Periodicals like Classic Images out of Davenport, Ohio, and Western Trails out of Lakeland, Ga., cater to the hard-core buffs. Packed with ads, they offer everything in B Westerns from 16mm movies and video cassettes to posters, books and autographs. Buck Jones' signature can fetch up to $200; one poster from the old Gene Autry serial, "Phantom Empire," sold for $900 at a recent memorabilia auction.

The first issue of Favorite Westerns was just published out of Mankato, Minn., by the same folks who bring you Serial World and Thing magazines. Devoted to lovers of "sagebrush sagas," it features articles like "Why 'Don't Fence Me In' Is My Favorite Western" (starring Roy Rogers) and dozens of photos from B Western archives.

The so-called John Wayne & Western Heroes Appreciation Society also is forming in St. Louis and a journal is forthcoming. Dues are $6 a year.

Western-lovers and film collectors gather frequently at cinema conventions practically every other month all around the country. Old Westerns are screened, Western stars are adored guests, collectors swap and sell remnants of bygone eras.

The ranks of those keeping the B Western torch burning may not be increasing, even in the era of the "urban cowboy," but they are steadfast and true, just like their beloved heroes.

For those born after the last B cowboy rode off into the sunset, B Westerns refer to a certain class of films produced from about 1930 to 1952. Even the most knowledgeable film historians hesitate when asked to describe what made the B a B. They usually begin by describing an A Western.

That is, A Westerns featured big-name actors like Gary Cooper, John Wayne and Clark Gable who were not wholly associated with cowboy films. A's were produced by the major studios with substantial budgets.

The Bs, on the other hand, were produced on shoestring budgets (perhaps $10,000 a film) in rapid succession. While an A star might turn out two feature films a year, the B cowboy starred in seven or eight a year. Plots played minor roles in these "horse operas." In total, though hundreds of Bs were produced, there were only about seven basic plots. Good guys

Please Turn to Page

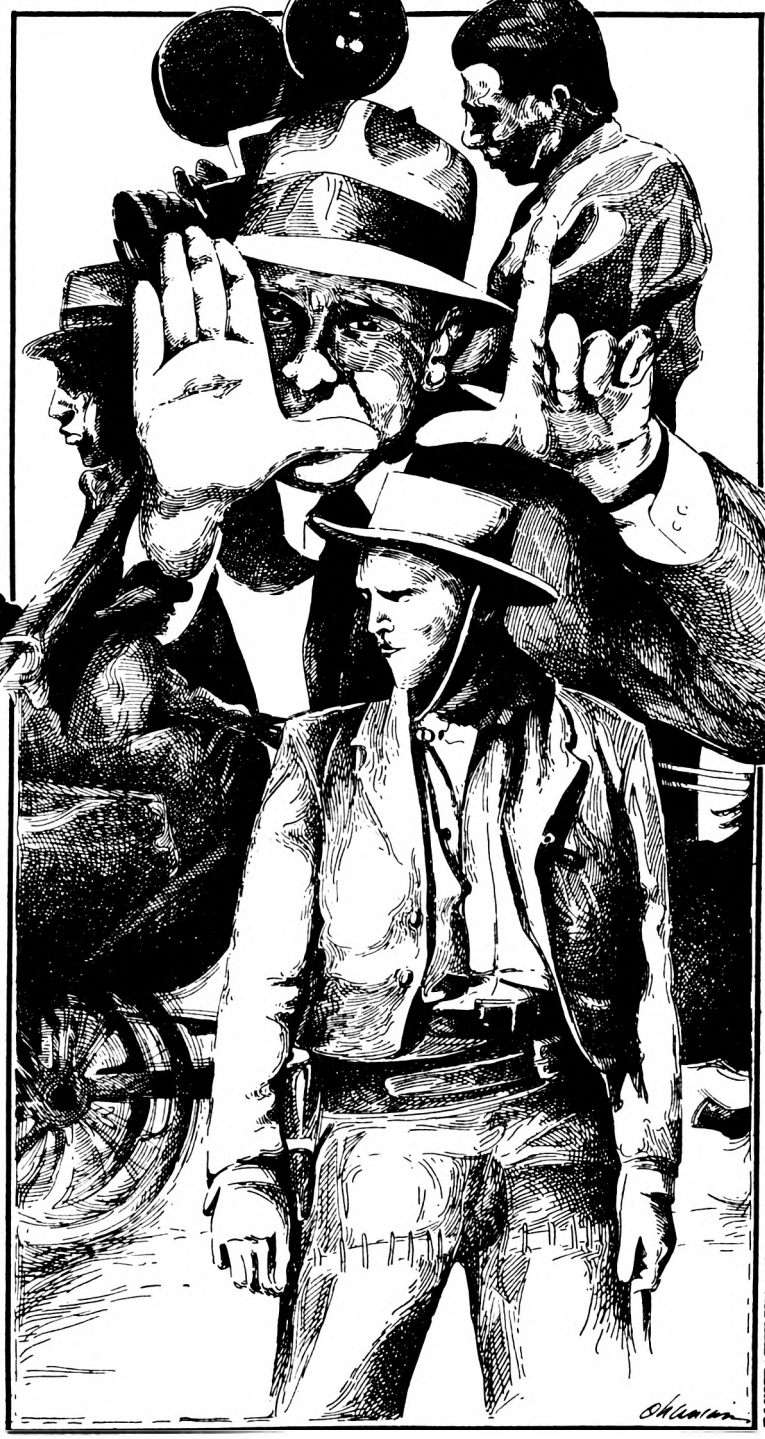

ILLUSTRATION BY NANCY OHANIAN

YOUR HORSE SENSE?

Any B-Western lover worth his holster knew the name of his hero's horse. Test your own smarts—but look out for trick questions:

(a) Gene Autry	Trigger
(b) Tom Mix	Champion
(c) Ken Maynard	Rebel
(d) Allan (Rocky) Lane	Rex
(e) Charles Starrett	Blackjack
(f) Johnny Mack Brown	Tarzan
(g) Rex Allen	Raider
(h) Roy Rogers	Koko
(i) Dale Evans	Silver
(j) Buck Jones	Tony
(k) Hopalong Cassidy	Buttermilk
	Topper

Please see answers on Page 7.

Chapter Seven: "Spider Men"

In the confusion, Natcha has been totally forgotten. The girl breathes a sigh of relief that Ben Ali has been summoned away before he could discover the vital paralyzing gun, which would certainly have provoked questions she dare not answer. She retrieves the weapon and immediately leaves the tent through the rear by crawling beneath the flaps. Trying to remain hidden while searching for Bruce, she hears the sounds of a struggle within one of the tents and enters it through the rear. A scene of unbelievable horror confronts her shocked gaze: the man for whom she has been looking the death grip of a black giant, lifted bodily from the floor, the death rattle already in his throat! Without hesitation, the plucky girl fires the paralyzer point-blank at the broad back of the monster who utters a blood-curdling shriek as Bruce slips from his now nerveless fingers, then crashes unconscious to the floor. Fortunately, Bruce is not badly hurt and, after a moment to regain his wind, takes the paralyzer and leads Natcha outside to seek Manyus and Jerry.

Just outside, Bruce sees a wonderful sight. "Butterfield's natives are attacking! Now's our chance to find your father." Amidst gunfire and yelling, the pair proceeds cautiously, but are spotted by an Arab, who leaps upon Bruce. A serious setback: although Bruce wins the struggle, the paralyzer has gone flying during the fight and is nowhere to be found. Giving up the search, they locate the tent where Manyus is being held, only to find..."Bruce, he isn't here!" "He must be somewhere in the camp!" Searching the tent for some clue, they find Manyus himself unconscious behind a couch, bound and gagged and, fortunately, unharmed. As they are freeing the old man, Ben Ali bursts in. The fight is going against him and he is seeking refuge. Enraged at the sight of Bruce, he snatches a sword hanging on the tent wall and charges. By good luck there is also a sword near Bruce, which he grabs and uses to meet the attack. The two fence and hack at each other for some time while Natcha pulls her father into the farthest corner. As they watch in horrified fascination, Ben Ali rushes Bruce and knocks him down. Bruce evades his opponent's sword point, regains his feet, and dispatches the chieftain with a solid clout to the jaw. Our friends find Jerry just outside the tent and all melt into the jungle. Jerry stops momentarily to discard his robes. "Wait till I get this Arab nightshirt off me." "C'mon, hurry!" admonishes Bruce.

Meanwhile, Butterfield's forces have taken the camp. "Good work, Fungo," he is saying to his chief as Ben Ali staggers out of the tent holding his aching jaw. Butterfield seizes him. "Ben Ali, where's Dr. Manyus?!" "Don't know — gone." "You do know!" Furious, the trader slugs the hapless chieftain (in the jaw, of course), knocking him cold. "Fungo! Take men! Search jungle!" "Yes, Bwana!" "The rest of you, come with me!"

Jerry is coming to grips with the harsh realities of the jungle. "Bruce! There's one of them things that hug you to death!" "That's a python. They won't bother you as long as you keep away from them." As Butterfield, an expert tracker, finds Jerry's discarded robes, Zolok is radioing

Appolyn, having seen all on his TV. "Manyus has escaped from the Arab village. Get him!" "But, Master; I'm alone. The jungle is full of hostile natives (author's note: a far cry from his bravado when he was armed with the paralyzer!)." Zolok is all heart. "Get him, I tell you! GET HIM!!!" "Yes, Master!"

The evil trader is urging his men onward. "Butterfield find him!" His natives cheer in chorus. "Come on!" Our friends stumble into an area of chilling totems: human skulls mounted on trees and bushes like grinning fruit. This is the dreaded Path of Skulls at whose end is the village of the Spider Men, the most shunned and feared tribe in this part of the Dark Continent. Manyus examines the grisly relics and declares them beyond doubt to be the skulls of white men. With Butterfield right behind them, the fugitives have no choice but to run ahead into the Spider Village. Intent on their quarry, the natives boldly enter the Path of Skulls, but one look at their surroundings is more than enough. Empty eye sockets watch as the natives throw up their hands, turn tail, and run for the trading post at top speed, shrieking as though pursued by a thousand devils. Even Butterfield cannot stop them. "Come back here! Get back here! Go on back and fight! Come back here! I'll kill ya! I'll kill every one of ya! Ya..." Disgustedly throwing a branch after the last fleeing man, the slaver follows as best he can.

The Spider Village is eerily silent and apparently deserted. Seeing no one, the four enter the largest hut in sight which, if they but knew it, is the Hut of the Sacred Council. Their first hint of the peril within comes with the realization that a figure is seated motionless, arms akimbo, on a throne mounted on a dais at the far end of the hut. Drawing closer, our friends realize with a shock that it is Hugo! "Look, A giant!" exclaims Jerry. "How did he get here?" wonders Bruce (author's note: a fair question. By this time, the scriptwriters have stretched the viewer's willing suspension of disbelief to the breaking point. Hugo has now survived at least two supposedly fatal attacks — the Tunnel of Flame and the paralyzing ray — without a scratch and with no word of explanation. No hint of indestructibility as a by-product of the enlarging process is ever mentioned in the story. Worse, there is no feasible way that the lumbering giant could be left unconscious in the Arab camp AFTER our friends escape it, yet appear well AHEAD of them in the Spider Village. Transportation problems aside, logically Hugo should have been found when Butterfield's natives searched the camp for Manyus and been made his prisoner. Compounding the felony is the fact that there is no logical reason for Gorzo to leave Hugo behind simply to guard an empty tent in the first place, except that the writers apparently were unable to come up with a better cliffhanger for Bruce. Had Hugo left with Gorzo, at least his appearance here would be plausible. It is barely possible that Gorzo returned for Hugo during Butterfield's attack and managed somehow to revive and spirit him off unseen, but if so, Gorzo never explains how. Two things at least are certain: the brainless giant could never have made it to the Spider Village by himself, and the writers cared so little for their product as to leave gaps in logic the size of the Grand Canyon. Hugo is just thrown in at any point where the wish to flex a little muscle, whether he belongs there or not.). As the party moves closer to the throne, Natcha's eye is caught by a slight movement and she looks up only to gasp in horror. "Look!" Clinging to the edge of an enormous web which covers half the ceiling is a gigantic, monstrous spider peering hungrily at our friends. "It's alive!!" exclaims Bruce, followed by Jerry's warning, "Look out!!" Natcha screams as the huge, netlike web drops without warning, trapping the four in its unbreakable strands and leaving them at the mercy of the hideous arachnid!

Chapter Eight: "Human Targets"

As our friends lie helpless, hordes of Spider Men pour from the dark recesses of the Council Hut and descend upon the web with yells, poking at the four with their spears. They are an odd lot, all pygmies, half black and half white (author's note: an unusual example of integration in 1935. Originally the tribe was all black in complement. The surprising answer to the question of how some were turned white is shortly forthcoming. (Incidentally, the Spider Men are well named, as we never see a Spider WOMAN.) Gorzo suddenly appears. "Stop! Stop! These people are my friends. Release them!" Gorzo is evidently some sort of power in the village as the pygmies scurry to obey without hesitation (author's note: the great spider, though real enough, is no menace itself. It never comes down from the ceiling and is never seen or spoken of again.) Gorzo explains: "These men worship the spider. To destroy one in their presence means — death!! Dr. Manyus, you remember these creatures. They were all black once, but your magic made them white." A pygmy speaks to Gorzo, who translates. "He wants to be made white, too." The doctor protests that he does not have the necessary serum with him, but upon learning that their chief happens to have a bottle of serum he has been safekeeping, agrees to inoculate the man (author's note: what a stroke of luck!) Natcha has been listening with intense curiosity. "Father, Father, when did you do that?"

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FLASH GORDON-Buster Crabbe
DICK TRACY-Ralph Byrd

"Long before you were born, my dear (author's note: two conclusions can now be drawn. One, Manyus was no stranger to this area before Zolok's agents brought him to the Lost City. Two, Natcha is now 25 years old. In the real world, that serum would have lost all or most of its potency in the intense jungle heat over such a period of time.)

Jerry is wary of Gorzo's sudden show of friendship. "Say, you know somethin'? I think this guy's got somethin' up his sleeve." Bruce agrees. "Gorzo's power over all these strange people makes me suspicious." "Well, he seems too much at home around here." "That," puts in Manyus, "is probably because he is one of them." Natcha is aghast. "Ohhh! It makes me shudder to even think of it!" Bruce and Jerry hasten to reassure Natcha that they will keep the dwarf away from her. They are unaware that Gorzo is hidden nearby and listening to every word, black hatred mounting in his heart and plans for revenge formulating in his mind. Masking his rage, Gorzo informs the doctor that the subject is now ready. The man is inoculated (author's note: the chief must have laid away a few syringes as well!) and covered with a sheet for a few moments. When the covering is removed, the man, his dream of becoming white now a reality, shrieks with joy and runs off without even bothering to thank the doctor. Bruce and Jerry, awestruck at the miracle, congratulate the doctor. "Sure," says Jerry, eyes wide, "it's unbelievable."

By this time Butterfield has reached the trading post only to find it occupied by another unwelcome tribe, the Wangas. Swiftly entering the main hut, he discovers Andrews to be drunker than usual. This is the last straw for the slaver, who, enraged, accosts his errant partner. "I see you've been hittin' it up again! Is that the way you manage things when I'm gone?" "I needed it, Buck...for my snake bite." "When'd the snake bitecha?" "Fifteen years ago." "Cut the comedy! Where's Queen Rama (leader of the Wangas)?" "In there. Say, Buck, who...who is this Queen Rama?" "She's the daughter of an Arabian slave trader." Butterfield enters the back room. "Queen Rama, what brings you here?" It seems that Rama has heard the same rumors of black giants that Ben Ali had. Thinking quickly, Butterfield reveals his knowledge of Manyus and his strange, incredible powers. Upon learning that men loyal to her can be enlarged, Rama is exultant. "Then...I could rule Africa!" Butterfield corrects her. "You mean WE could rule Africa, Rama." Butterfield, needing the Wanga tribe to capture Manyus because, unlike his men, they have no fear of either the Path of Skulls or the Spider Men, manages to convince Rama to let him lead her men while she remains at the post. "You've known me long enough," he says, "I play square." Rama turns to an aide. "Go with him. Bring white man to me! Alive!"

Gorzo is in conference with the Spider Chief, who, it turns out, also wants to hold on to Manyus. "Him make good medicine man." "First," interjects Gorzo, "I take him to the Lost City. I force him to make me big and strong! Then, I make Natcha my wife. But she must not be harmed! We sacrifice the two young white men to our Spider God!" Both men chuckle in evil glee, unaware that Jerry is at the window listening to everything.

Bruce is talking to Manyus and Natcha when Jerry bursts in. "Bruce! Bruce! They're gonna sacrifice you and me to the Spider God! I just heard Gorzo tell the chief he's gonna take Manyus to the Lost City to make a real guy out of him! And then come back and marry Natcha!" Manyus is outraged. "What new horror is this? I will not do it!!" Before they can make a move to escape, Gorzo and Hugo appear and capture the four. The dwarf is elated. "Now, I'll be big and strong...like you!" "You'll pay for this, Gorzo!", threatens Jerry. Natcha is left behind in the hut under guard while Gorzo and Hugo seize Manyus and start off for the Lost City. Bruce and Jerry have been turned over to the Spider Men who proceed to bind them securely to the back of the village's archery target. "Well, Bruce, this looks like the end!" "Sorry, Jerry!" The best shots in the village line up and begin to fire their deadly arrows with unerring accuracy into the thin straw face of the target!

Chapter Nine: "Jungle Vengeance"

Butterfield and the Wangas arrive, launching a surprise attack on the Spider village just as the first arrows are about to be released and the missiles go wild. Natcha, whose guards have left to engage the enemy, leaves the hut, finds a knife, manages to locate the boys and, learning that they are unharmed, cuts them free. "Where's your father?" queries Bruce. "Gorzo's taken him away." "I'll' bet that little shrimp took him to the Lost City!", puts in Jerry. Before they can pursue the dwarf, Butterfield, now in control of the village, suddenly appears and grabs the knife. Finding that they will not reveal Manyus' whereabouts, the slaver claws at his pistol, but is stopped by Rama's man. "What's the idea?!" "Queen Rama say, white man no die!" Butterfield is given pause. Then, reluctantly: "All right, you win. Go on, take 'em to my post."

Meanwhile, back at the lab, Zolok is scanning the jungle for signs of Gorzo and Manyus. His pleasure at finding them, however, is short-lived as Gorzo suddenly leaves the others, and for no apparent reason, begins to backtrack into the jungle. Zolok alerts Appolyn to the emergency. "Gorzo has deserted Manyus. Get out there quick! I'll try to hold the Wangas off with the static machine!" "Yes, Master!" Zolok, however, is doomed to disappointment. The Wangas, a small group sent off separately by Butterfield to attempt to track Manyus through the jungle, greet the spectacle of ray blasts from an empty sky with nothing more than yawns. As one of them says, "White man trick. Wangas no afraid. (author's note: the Wangas are evidently far braver, more intelligent, and more sophisticated than Butterfield's natives, who were earlier frightened away from Dagger Rock by the same ploy.)" The Wangas discover and capture Manyus and Hugo, who is docile without Gorzo around to give him orders, and escort them to the trading post.

Andrews sees them coming. "Rama! They're bringing in grampa — the giant-maker!" Rama proposes to Manyus that they work together, but the old man is unshakeable. "My inventions were intended to benefit people, not to destroy them!" "Then you refuse?!" "I must! Never again will I use my science for selfish motives." Rama slyly changes her tactics. "We talk no more now. You tired. You rest..." Privately, Rama cautions Andrews, "Remember, not a word to ANYONE about Manyus...even in the village." "I gotcha..." Rama goes to see Manyus. Pretending concern that his meal is untouched, Rama learns that the old scientist is worried about Natcha and tries to gain his confidence by telling him that she is safe and will soon arrive at the post. Under careful questioning, Manyus confirms what Butterfield has told her, that her own men can be enlarged and keep their intelligence (and their loyalty to her). "You and I," she tells him, "We will be friends." Andrews alerts her to the approach of Butterfield and his party, and she leaves to greet him.

"You have done well, Butterfield...(pretending ignorance) and you are the great white doctor, Manyus?",

1·2·3·4·5...

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she asks of Bruce. Butterfield guffaws derisively. "Who, him?" The trader, really having no further use for the young engineer, is about to shoot him through the head when he is unexpectedly disarmed at a signal from Rama. "Who do you think you are? This is MY village!" "It WAS your village!! Take him to the Temple of Sacrifice!" Bruce shows uncommon concern for the man who had been ready to shoot him. "You're not condemning this man to death?!" "This is Africa," replies Rama, "Come!" Bruce, Natcha, and Jerry are imprisoned in three separate huts as Butterfield is dragged to his fate by two burly Wangas. "Lemme go! You're not gonna put me in there! Turn me loose! Lemme go, willya? Lemme go! I'll — lemme go, there! Help! Help!!!" Rama herself escorts Bruce to his hut. "You must let me know if there is anything you need. I have so many things to say to you..."

Rama makes a clean sweep by also imprisoning Andrews, whom she knows she could never completely trust. The little alcoholic waits his chance, knocks out his guard, arms himself, and makes his way to the Temple of Sacrifice without being seen. There he finds his partner lashed to a crude sort of rack, a leather strap around his throat all but cutting off his wind entirely. "Buck!" "Quick, get me outta here! Hurry...hurry, Chet — my throat!" Andrews cuts him loose, hands him a gun, and fills him in. "Listen, she's got the old man in the hut. She had him there before you got in." "So, she's trying to pull a fast one on me, eh?" "Shore! And she's fallen for the fresh guy!" "Yeah, and I'll get him at the same time. Come on!" Outside, Butterfield signals his natives via birdcall, who then arm themselves with their spears and join their white masters (author's note: where are the Wanga guards while all this is going on?). Butterfield's plan to regain control is simple: "I'll take half the force and get the old man. You take the other half and get the girl." "Why hamper ourselves with the girl?" "She's our club over the old man's head!" "Oh, I see...she's in the hut near the post. I'll go through the opening." "I'll take my half and go straight in and get the old man." Even as they are taking action, however, Bruce has managed to jump his guard and throttle him. He enjoys only a few moments of freedom before Andrews, sneaking into the compound, spots him from Bruce's rear and clubs the young man with the butt of his gun. Bruce is carried off as Butterfield and Andrews' forces engage the Wangas in battle. Whatever their other faults, Fungo and his natives prove extremely effective in combat against a known enemy and it is not long before the Wangas are routed from the post.

Butterfield's first action is to seize Manyus. "Manyus, you're comin' with me!" "Where to?" "Never mind where. Come on!" "No, I won't!" There is a struggle, in which the old scientist is overpowered. Andrews takes a different tack with the girl. "I've come to get you out of here. Come with me quickly." "But what about my father? And Bruce?" "Bruce is wounded at the edge of the vilage. Your father sent me for you." "Well, let's go!" Andrews takes her to Manyus, all right...with Butterfield right beside him. Father and daughter engage in some stirring dialogue: "Natcha!" "Father!" "Natcha!!" "Father!!" Manyus is infuriated. "How dare you treat us in this manner?! Release my daughter at once!" Butterfield is polite, but firm. "No harm shall come to her. She's too valuable. Providing you agree to make all the giants I want!" "No! No, Father! No!" Wasting no more time, Butterfield marshals his forces and flees the post with his prizes to hide them securely before Rama is able to regroup the Wangas and take the offensive. Some distance from the post, the group stops for a rest. Bruce has been carried along, but unknown to the others, has by this time regained consciousness. Seeing his opportunity, he attempts to kill Butterfield, but is immediately by two natives. The enraged trader orders him tied securely to the trunk of a tree and, finding a bit of crayon in his pocket, rips open the young man's shirt and prints the words "Rama's desire" on his bare chest, then steps back and chuckles in evil satisfaction at his handiwork. Bruce is outraged. "Butterfield, you're yellow! Yellow clear through!" Butterfield is quick with a retort: "Oh, yeah?" Natcha senses even worse to come. "What are you going to do?" "You'll see. I may be a bad shot, Gordon, but this is once I'm not gonna miss!!" Natcha screams in helpless anguish as the hate-filled Butterfield draws his revolver and fires point-blank straight at Bruce!

Chapter Ten: "The Lion Pit"

Once again the Wangas unwittingly save Bruce's life by attacking at the last possible second (author's note: here, Butterfield's gun never goes off at all due to the suddenness of the surprise attack — another "cheat" escape. Also, the Wangas pounce uttering war whoops just like stock Indians in a B-western. Such unintentional laughs, as we have seen, are the rule rather than the exception in this story.). Rama has managed to reorganize her men and track the fugitives in an amazingly short time. Manyus, and Andrews along with a few natives, manage to escape the melee in separate directions, but Natcha, a slightly wounded Butterfield, and of course the still-bound Bruce are captured.

A victorious Rama strides to the engineer, but, catching sight of the words on his chest, turns furiously on Butterfield. " 'Rama's desire!' You dog! I'll teach you about Queen Rama's desire!! Where is Manyus?!" Of course, he does not know, prompting a boiling tirade from the woman. "Quick! Search the jungle! Bring in the old white doctor! This is your last chance, Butterfield. Where is Manyus?!" No response. "Take him away!! You know where! And you (to Natcha), I should send to keep Butterfield company! And YOU (to Bruce), I'll take care of you in my own way! Untie him! Take him to the village. Take them to the village, both of them. Go on!!"

Manyus is some distance away, fleeing in panic, unaware that Andrews and his men have picked up his trail and are even now closing in. "There he is! Come on!" These are to be Andrews' last words on this earth, for in the next moment he is transfixed by a Wanga spear through his back. Rama's men chase the remnants of Andrews' native as Manyus, overlooked, escapes once again. Rama and her captives reach the village. One of Butterfield's natives, whose transgression we never learn, is brought before the queen screaming for his life and imploring, "Mam'selle! Mam'selle! (author's note: yet another opportunity for the writers to display a craven coward of a black man. The French appellation is an oddly realistic touch: although the exact location of our story is never specified, during the thirties a number of African countries, such as French Guinea and French Equatorial Africa, utilized French as a common tongue.)" The lady proves herself as tender-hearted as Zolok: "Silence him! To the lion pit with him!" The hapless native, screaming incessantly, is forced through a door, which is locked behind him, onto a small platform overhanging the pit. As the platform begins to slowly fold downwards, the man futilely claws for a purchase on the sheer walls, but is soon pitched to his doom. The great cats, roaring their pleasure,

gather to feast on the broken, dying body. Rama turns insolently to Natcha. "That is the way I deal with those I do not like! Remember that!" To Bruce, though, she says, "Come...you must rest..."

We now turn our attention to the hapless Butterfield, who is staked out securely somewhere in the jungle, easy prey for any sizeable carnivore to happen along, screaming for help at the top of his lungs as lions roaring in the distance draw inexorably closer. Unable to free himself, it appears as if Butterfield has played his last hand this time. Totally unconcerned about the trader's fate is Zolok, who has managed to radio his sole minion, Appolyn. "I've located Manyus. He's alone, south of the native village, not far from where you are. Capture him. Bring him here!" "Yes, Master!"

Chapter 10 — To be continued next issue

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RUSS HAYDEN

'Ridin' Romeo' Known for Trips With One Cowboy

As "Lucky" he was "rootin' tootin' riding Romeo of the screen," roping and carousing his way into the hearts and imaginations of a generation of youngsters.

A matinee favorite during the halcyon days of the 'B' Western, Russell Hayden was the handsome sagebrush hero who starred in nearly 100 films with almost every Hollywood cowboy from Hoot Gibson to Roy Roger.

In 1943-44, at the pinnacle of his acting career, Hayden was voted one of the 10 top money making Western stars by the Motion Picture Herald-Fame Poll.

But the one role that catapulted Hayden to fame, and the one for which he is best known and remembered, was that of "Lucky," William Boyd's womanizing sidekick in the popular Hopalong Casidy series.

Russel Hayden, William Boyd in scene from "Border Vigalentes."

Start on Screen

In four short years Hayden made 27 films with Boyd before deciding he was getting too old for the part.

Hayden's widow, former actress, Lillian Porter recalled last week how Hayden got his start:

"Russ never planned to be an actor. It was 1936 and he was working for Harry Sherman, Hoppy's producer as a go-fer.

"At the time Jimmy Ellison was playing the part of lucky, but he was offered a part in "The Plainsman' with Gary Cooper and grabbed it.

"Well, Sherman had done some riding with Russ, and when he learned Jimmy was leaving, he asked Russ if he wanted to be an actor. Russ answered 'Hell no.' Then Sherman told him the job paid $1000 a week and Russ said, 'Hell, yes.' "

If Hayden hadn't become a celluloid cowboy, he had the skills to be a real one.

Born Pate Lucid on a ranch near Chico, Hayden spent the first 17 yers of his life breaking horses and herding cattle.

Move to Hollywood

"I always wanted to be a rancher," he once remarked, "even after we were forced to move to Hollywood during the Depression."

After graduating from Hollywood High School Hayden held dozens of odd jobs in the movie industry — everything from fetching water for actors to working in the printing labs at Paramount. He even worked as Howard Hughes personal projectionist for a short time before Sherman hired him.

With the advent of television, Hayden moved from the screen to the tube. From 1950-52 he co-starred with Jackie Coogan in "Cowboy G Men," the first television serial filmed in color.

"Hayden was a man's man," remembered Coogan, "he was a real cowboy, not one of these manufactured for the screen types. He could ride, shoot and hunt with the best of them."

He later produced and directed "26 Men," a TV series on the Arizona Rangers that was filmed in Phoenix. He also produced, directed and appeared in the "Judge Roy Bean" TV series in 1956-57, which was filmed at his California desert ranch, Pioneer Town.

Hayden died June 9, one day short of his 71st birthday, in Palm Springs.

— JEFF GLASS

WHO SAYS SERIAL-TYPE ADVENTURE CAN NEVER

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Hurrah and hallelujah! It's hats in-the-air, heart-in-the-mouth time at the movies again. For audiences parched for heroes and for the pure, intense joy of moviegoing, here comes "Raiders of the Lost Ark" with Indiana Jones, a boyish Bogart with a bullwhip, mean as Fred C. Dobbs, sexy, in his own rumpled way, as "Casablanca's" Rick. And camellia-white, shoulder to shoulder with him is Marion Ravenwood, an absolutely smashing heroine, fierce, tough, bright, wicked, more than his match at about half his size.

As played by Harrison Ford and Karen Allen, they are a perfectly realized couple; the romantic '30s as seen by the romance-starved, realistic '80s. Indiana has no shortage of ladies, he seems to step high over a pile of broken hearts. One of them apparently was Marion's. When her famous archeologist-father's name is mentioned, Indy wonders if she is still with him. Then with Saturday-serial magic, Indy shows up in the snowy wilds of Nepal where Marion happens to own a bar; her eyes narrow and she throws a punch up from the floor straight to his jaw. She's still mad.

"I was a child!" she storms. "I was in love!! It was *wrong.*" You do not love and leave this lady without consequences. We are off and percolating like crazy. The chemistry is all there.

Indiana Jones. He's the stuff of every '30s and '40s Saturday matinee movie. The young star archeologist-adventurer, sent by his government (the U.S. of A., naturally) with museum curator Denholm Elliott's help, is on a secret mission — beating the Nazis to the discover of the Ark of the Covenant.

A gold-encrusted chest, lined with silk, fragrant with incense, the Ark supposedly contained the broken tablets of the Ten Commandments brought by Moses down from the mountain. It disappeared and speculation is that an Egyptian Pharaoh carried it to Tanis and buried it in a tomb called the Well of the Souls. And why do the Nazis, of all people, lust after it? So that armed with the Ark, Hitler will be recognized as the true Messiah as prophesied in the Old Testament.

The Ark of the Covenant. The Temple of the Chachapoyan Warriors. The Staff of Ra. The Well of the Souls. Crystal-encrusted staffs and riddles solved by light striking a model of the Pharaoh's lost city. We are swept back to a simpler age of rites and rituals: Saturday serials at the movies and ones on the radio with secret decoder rings and Ovaltine mugs; Jack, Doc and Reggie; Lash La Rue and Tailspin Tommy all spun together. Somehow it's not surprising to find George Lucas behind all this. "Raiders," like the "Star Wars" saga, glows with its love of earlier films.

There's a quick scene in Fellini's "City of Women" in which a whole row of young boys stare up at an enormous motion picture screen. As Fellini stages it, they are tucked up in their theater seats in undulating, row-long sheets of fabric that move like waves. It's as though they were in an enormous bed, their eyes glued to the screen while the waves rock them. It's that connection with the communion of moviegoing as a kid that has been Lucas' purest gift. Having apparently known it acutely, Lucas can transmit that boyish wonder with an adult's technical and creative mastery.

Now Lucas has backed off directing, which, one suspects, his innate shyness always made a painful experience for him. He is co-executive producer of "Raiders"; as producer he chose Frank Marshall, closely associated with Walter Hill on two heavily action-oriented works, "The Driver" and "The Warriors." But Lucas contributed the story, which he and writer-director Philip Kaufman brainstormed until they had the elements they wanted. The '30s period. Nazis as villains. The idea of a serial hero. And Nazi interest in the occult.

As director, Lucas picked Steven Spielberg, whose films move like a brush fire and at the same time an affectionate catalogue of film references. "Close Encounters" was a plum pudding of them from "North by Northwest" to "Pinocchio" and from Chuck Jones' Road Runner to Truffaut and "The Wild Child," with points in between.

"Raiders" has these moments too. As Indiana falls into line behind a procession of German soldiers you almost expect to see the Cowardly Lions' tail waving bravely. There is a Peter Lorre Nazi and faces photographed in special effects ending like old horror movie shots, lit from below and menacing. But Spielberg adds another element. His heroes are down to earth, approachable, with a Comman Man element in common. They are not Jedi knights or galaxies away, but more likely to be only one back fence away.

The Lucas-Spielberg pairing seems inspired for both "Raiders" has the power, the innocence and the astonishment of "Star Wars" and the action-adventure energy of "Jaws"

"Raiders" opens like a superserial. Indiana leading his natives on a hunt for a sacred gold idol somewhere in South America, 1936. Danger is on every side, from the blowguns of the pursuing natives to the perfidy of a traitor's gun. Almost without turning Indy's bullwhip flicks away the gun. He outthinks the secret temple's dozen booby traps which are — what was the phrase? — fiendishly ingenious, I think.

RETURN — LOST ARK: BACK TO SAT. MATINEES

The tone of this introductory sequence might be called tongue in cheek and it pervades the whole film. Screenwriter Lawrence Kasdan is a relative newcomer, brought to the project by Spielberg. Kasdan's script is uncommonly witty; it marches you up to a cliche, then reverses itself at the last second. The payoff of the ominous-looking torture instrument that the leather-coated SS sadist Toht (Ronald Lacey) carries with him is one of these touches. The setup for a duel between Indiana and his bullwhip and an Arab giant with a scimitar is another. And, bless them, this may be the first adventure film in history in which the uniform of a guard, knocked out and dragged away for his clothes, *doesn't* fit.

The characters have been drawn carefully. The indomitable Marion is fascinating, a heroine who can outlast a Tibetan giant in a drinking contest. (You do begin to worry a little about Marion. There are supposed to be two more sequels cooking. At this rate, she'll have a liver like a tea tray by the time she's 35, and we need her around.) As played by Karen Allen she has enormous feisty appeal and the stamina of a marathon runner.

What sets Indiana apart from Ford's other swashbuckler, Han Solo, are his reassuring human frailties and a lack of space-age gadgetry which sometimes distance an audience. Mostly it's just Indy, his wits and his bullwhip, keeping the wicked world in line.

But with these weapons Ford emerges in heroic style as a rousing mixture of Bogart and John Wayne at their peaks.

His mettle is tested severly: His one full-blown terror is snakes. (Not spiders. When he and his companion are covered in virtual furry vests of tarantulas on the perilous route to the Temple of Chachapoyon Warriors, he flicks them away imperturbably. Certain audience members were whimpering piteously at this point.) But when Indiana at last uncovers the Well of the Souls and finds it carpeted 50 feet below in some 6,000 assorted cobras, rattlers, pythons and boa constrictors, I tell you, he swallows hard. He fights them with gasoline and torches until they lie about like so many snapped fan belts, but there always seem to be more.

Indiana seems to be an excruciatingly physical role for Ford, always wavering on the line between stunts an audience can believe and ones no human being has a chance surviving. "Raiders" action is relentless but it hits its peak with an update on the dragged-under-the-stage-coach gag. Ford clings to the front of a lurching German truck, travels underneath it and is finally dragged behind it until you expect him to have no covering left to his bones.

Between the camerawork of Douglas Slocombe, whose lenses seem to be virtually on top of Ford, and the spectacular stuntwork by Terry (Teflon) Leonard and Ford himself, it is a unparalleled action. But quieter scenes are a visual treat too. Slocombe, whose career has ranged from "Kind Hearts and Coronets" to "Julia," has an eye for a peach-and-brown panoramic sunset, or the sandy beiges and heat-shimmering white of the massive German archeological dig.

Longtime Lucas artists, production designer Norman Reynolds and art director Les Dilley, have contributed to the picture's visual luxury which reaches a peak in the Wall of the Souls. The dim chamber is supported by four 30-foot-tall, jackal headed Egyptian figures of the god Anubis, while around them slithers a zoo's worth of snakes. The look of the rest of the film is in splendid '30s style. Seaplanes. Sleek bias-cut dresses. And the Shangri-la period of Marion's Nepalese drinking den.

At the film's grotesque and spectacular last scene, as the Nazis dare to breach the Ark, all of the resources of the company called Industrial Light & Magic, the Lucas *wunderkinder* in Marin County, are brought into play. As a friend remarked, "It does not disappoint." Nor does John Williams' stirring music.

The acting, in addition to the physically harrowing and delightfully realized two main roles, is absolutely perfect. Indiana's suave French adversary, Belloq, is Paul Freeman who judges his foe correctly when he calls Indy's history destroying bluff. Indiana's friend, Sallah, who is Arab is actually played by the 6-foot-2, 224-pound Welsh actor John Rhys-Davies, who is not only quite marvelous but somehow manages with Ford to look like a pairing of Pavarotti and Bogart. It is always a treat to have Denholm Elliott on a screen, and as the black-leather-coated Nazi with the interesting branded palm, Ronald Lacey is the Peter Lorr update.

And in terms of film homages, it must certainly be noticed that the film's closing vote of no confidence in the U.S. Army has the lingering irony of the great artifact warehouse scene from "Citizen Kane."

A strange dualism happened while watching "Raiders." There was the almost exhausting excitement of the film itself. And at the same time a second emotion, a rush of gratitude which almost brought tears for the contagious joy and — not to be corny about this — the strength of the film's positive vision. If this is an era in which the heroic is lacking and the mediocre threatens us from every side, then "Raiders," which has no pretentions to importance, which is unabashedly wide-eyed and exaggerated and true blue but somehow cherishes the *best* in life and in film making — is a high-water mark.

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The Lone Ranger Rides Again

NO 6: THE TRAP

RECAPS:

a. **SUE DOLAN — and her brother are rescued from Black Raiders by the Lone Ranger.**
b. **CRAIG DOLAN — agrees to meet with Jed Scott and the nesters to settle the land question.**
c. **BART DOLAN — plans to take advantage of the meeting and destroy the wagon train.**
d. **ANDREWS — becomes suspicious of Dolan and goes to find Tonto.**
e. **THORNE — prepares to destroy the settler's camp with a flaming wagon.**
f. **THE LONE RANGER — is warned of the plot by Danny Daniels.**

As the flaming wagon hurtles past the seed wagon, the Ranger leaps off the flaming juggernaut before it crashes in flames. The Raiders are driven off by the arrival of Juan, Tonto and Scott leading some nesters. The Ranger

joins the group with Scott thoroughly relieved that the seed is safe. A double guard is to be posted. Scott tells the Ranger that the nesters will be planting the seed on the land they are claiming after they file their claim forms, which are due on the stage the next day. The following day, the notice of the forms is posted on the office of the land registrar.

And on the trail to town, we find Bart, Thorne and several Black Raiders watching the approaching stagecoach. Bart gives the word and Thorne and his men ride after the coach, wounding the driver and killing the gun-guard. They stop the vehicle and take the federal dispatch box with the land claim forms.

When the stage rumbles into town with the wounded driver, the Sheriff begins to form a posse. Bill tells Juan to ride with the posse; he'll go on ahead. A short time later, Andrews, in his Lone Ranger identity, and Tonto are surveying the spot where the Raiders held up the stage. The tracks lead up the canyon. The duo finds the raiders about to open the dispatch chest, with Thorne shooting the lock. Thinking quickly, the Ranger jumps on Silver, and yells his distinctive shout, alerting the Raiders, who give chase leaving the chest. As they ride off, Tonto gets to his horse and rides in another direction. The Raiders pursue the Lone Ranger on Silver, who passes Bart, who had hidden in some rocks. Bart stops the Raiders, telling them they would never catch the masked man in open country. Thorne tells him they left the chest in Bald Canyon and they ride back to get it. When they open it, they find it empty except for four silver bullets! Bart is furious; the Ranger has outwitted his men and by sundown, half the land in the valley will be claimed by the homesteaders.

At the land office in San Ramon, the settlers are jubilantly filling their claims, with Daniels thoroughly happy with his. Bart and Dolan watch all this, with Dolan still calm — after all, the claims have not been allowed by Washington yet. When the last settler files his claim, the land clerk closes, asking the sheriff to let him store the claim forms in the lawmen's safe. The sheriff agrees, and they open the safe; the clerk knows the combination as well. Before they leave, the sheriff rigs up a little surprise for any burglars — a rifle setup, with the trigger connected to the safe door by a string. When the safe door is opened, it will blast anyone in its path.

However, the land clerk is kidnapped by the Raiders. Tonto, listening outside a hotel room, hears Thorne tell some of his men of this. Blackie and Rance are taking him to an old barn in Rock Meadows where they'll force the safe combination from him. That night, in the barn, the two Raiders have tied the clerk to a post and are preparing to use wire nippers on him. The clerk, terrified, gives them the combination. But at the barn door, outside, we find the Ranger, Tonto and Juan. The Ranger is writing down the combinations; he then tells Tonto and Juan to take care of the two Raiders — he's going to stop the other Raiders from stealing the claim papers. Tonto and Juan jump the two gunmen from the barn hayloft, and a wild battle ensues, with our heroes victorious. As they free the clerk, he tells them he gave the combination to the Raiders to lead them into the death trap. Tonto and Juan race to their horses and frantically ride to save their friend, who is in the sheriff's office, opening the safe. As he finishes working the combination, he starts opening the door, starting to pull back the trigger of the hidden rifle, which is aimed right at him!

NO. 7: THE LONE RANGER AT BAY

RECAPS:

a. **JED SCOTT — and the settlers drive off the Black Raiders attacking the wagon camp.**
b. **DANIELS — and the nesters file their claims to land in the San Ramon Valley.**
c. **THORNE — plans to steal the land claims from the safe in the Sheriff's office.**
d. **TONTO — overhears the plan and warns Vasquez and the Lone Ranger.**
e. **THE LONE RANGER — hurries to San Ramon to get the entry blanks from the safe.**

As the Ranger starts to open the safe, a voice causes him to stop and back away; it's Murdock and another Raider, climbing through the window into the office, guns trained on the Ranger. Murdock has the raider open the safe, and the rifle is fired, killing the henchman. Murdock's attention is distracted, giving the Ranger a chance to knock him out, grab the claim forms and get out of the office. As Murdock comes to and escapes as well, we see the Lone Ranger riding off on Silver.

The next day, in the office, we find Bart, Dolan, Sue, the Sheriff and the land office clerk looking at the open safe with four silver bullets inside. Dolan is in a quiet rage as he snarls that the Lone Ranger is a menace to the entire community (the cattleman's community, naturally); to add to his rage is the fact that the missing claim forms have the official stamp on them. The nesters could change the claimed land to cover all the range land in the valley. Dolan begins putting on the pressure, forcing the sheriff to ride out to the nester's camp. To help the sheriff and his deputies, Dolan tells Bart to get some of the ranch hands to be around. But Bart contacts the Raiders, telling them to destroy the claim papers once they are retrieved by the sheriff and his offer of five thousand dollars in gold for the death of the Lone Ranger still stands.

At Evan's house, Bill, Juan, Scott, Evans and Meritt are examining the recovered land claims left by the Ranger. They plan to send them to Washington via a rider named Prescott. But young Danny spots the approaching posse and sounds the alarm. Evans has a place to hide the papers, and Scott and the others will keep the lawman busy. Outside, Bill whispers something to Juan and when the sheriff prepares to start searching the place without a warrant. Juan defies him, and Bill seems to support the sheriff. The two men go into a well-faked slug-fest, which ends as Bill apparently knocks Juan out. Scott comes out of the house, after the papers have been hidden under a trap door, and in moments, Bill and Juan are apologizing, and the Sheriff leaves, disgusted at not finding the papers. However, the group suspects that the lawman isn't finished yet. Bill decides to follow him while Prescott is made ready for his ride.

Andrews spots the sheriff and his men waiting in a clearing and rides back to tell his friends. He gets an idea, and tells Scott to have the claims put in a saddle bag, and for Evans to get a bundle of papers. He and Juan leave, to meet Tonto. Prescott is to meet them at Rainbow Pass. The Sheriff and his men spot the two riders and follow, but not before they meet Tonto and Bill becomes the Lone Ranger. He and Juan separate, Juan riding with Tonto to get the papers to Prescott, while the Lone Ranger leads the sheriff and his men away with the fake papers. The chase leads to a shack beneath a cliff. The Ranger hides in there, battering a hole in part of the wall, and when the Sheriff and his men start shooting, fires back.

The sheriff sends two men to climb down from the cliff above the house and surprise the Ranger. But as the men climb, rocks are loosened, and finally the big anchor boulder to which their climbing rope is attached comes loose and the man plummets to his death. The sheriff and his men rush in for the kill, but an avalanche has been started. Tons of rocks, boulders and dirt come crashing down on the cabin, as the Lone Ranger looks out the window. The cabin is crushed with the Ranger inside!

NO. 8: AMBUSH!

RECAPS:

a. CRAIG DOLAN — orders the sheriff to recover the land claims taken by the Lone Ranger.
b. BART DOLAN — sends the Black Raiders to join the sheriff's posse and steal the claims.
c. JED SCOTT — hides the claims while Andrews and Vasquez stall the sheriff.
d. VASQUEZ — and Tonto take the claims and put them on the stage for Washington.
e. THE LONE RANGER — leads the sheriff's posse off their trail with a package of fake claims.

As the avalanche rumbles down towards the cabin, the Ranger climbs out of the cabin window and mounts Silver, who had galloped up to the side of the cabin. He rides off to escape death, but the Sheriff is killed in the landslide. His body is taken to San Ramon.

At the saloon the next day, Scott, the nesters, Dolan and some cattlemen are talking about electing a new sheriff. Scott realizes that the nesters have enough votes elect a man who'll give the farmers a square deal. So they nominate Pa Daniels for sheriff. Dolan and his faction counters it with nominating deputy Joe Parker. Scott tells his friends to let the other nesters know that there's going to be an election. Within the next few days, the word is spread, posters put up, etc.

At Dolan's ranch, Dolan is worried about the possibility of the nester's candidate making it in the election. When the sheriff was cattle-minded, the nesters could be kept in their place. But a man sympathetic to the nesters could cause problems for the cattleman. And the nesters can pull it off; they can outvote the cattlemen two to one. Bart suggests that Daniels have an 'accident,' but Dolan stops that talk. As much as he hates the cattlemen, he believes in playing it straight.

Soon, a counter campaign is begun by the Raiders; tearing down posters, defacing them, etc. Young Danny comes upon three of the Raiders (Thorne, Murdock and Hardin). Not knowing who they are, he starts to tell them of his father, and Thorne, pretending that he and his menace cattlemen, invites him to tell them more at their camp. And so, Danny is made prisoner by the Raiders, and taken to their cave hideout. The plan cooked up by Thorne is to use Danny as a lever to force Daniels to drop out of the election. We now shift to the Daniels cabin where Sue Dolan is helping to nurse an ill Ma Daniels. Just then, a rock with a message is hurled through the cabin window, telling Pa Daniels to meet the raiders at Painted Gorge if he wants to save his son. Sue is told to tell some of the nesters about Painted Gorge. Daniels is going to go here and try to handle things himself.

NO. 9: WHEEL OF DOOM

RECAPS:

a. JED SCOTT — nominates Pa Daniels as the Nesters' candidate for Sheriff.
b. CRAIG DOLAN — enters deputy Joe Parker as the Cattlemen's candidate.
c. THORNE — tricks Danny Daniels into visiting the Black Raider's cave.
d. PA DANIELS — is captured at the cave while trying to rescue his son.
e. THE LONE RANGER — learns of the capture from Tonto and rides to the cave.

As Thorne and Murdock fire, we see it is Pa Daniels who takes the shot meant for the Lone Ranger. The two gunmen run forward to see who their victim is, and the Lone Ranger covers them with his guns, holding them at bay. He orders them to rig a stretcher for the man, who is

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still alive, so he can be taken to town, and a doctor. Thorne tries to cover up for the actions of himself an his partner by saying they were out hunting raiders and thought the footsteps were those of approaching Raiders. The Ranger tells them to pick Daniels up. Later, at Daniels' shack, as the Ranger, Tonto, Juan, Danny, Ma Daniels and Merritt look on, the doctor finishes treating Daniels, saying he'll be okay, but he can't be moved for several weeks. Evans then rushes in with news that somebody bailed Thorne and Murdock out of jail. As Powers joins them, Daniels says that since he's stuck in bed, they need a new candidate for sheriff and suggests Jed Scott. All agree, and the Ranger, Juan and Tonto will go to get Scott, who is at Mesa Valley.

A short time later, the doctor is telling Bart what has happened, and of Scott's being at Mesa Valley. At the hotel, Bart is giving orders to Hank, a raider — the men are to bushwhack our heroes, eliminating the Lone Ranger and the nesters' new candidate for sheriff. And so, as the Lone Ranger, Tonto, Juan and Scott are riding back to San Ramon, a group of Raiders lie in ambush. But one of the Raiders has dropped a smoking cigar on the ground, and the Ranger has spotted it. Suspecting an ambush, he has Silver whinny. The outlaw horses react and our heroes know a trap is ahead. They ride up the canyon to get to cover. One Raider is shot in the running gun fight, before the Ranger and his friends hide behind some rocks in the canyon. However, the Raiders have them bottled up. While the Ranger, Juan and Scott hold off the Raiders, Tonto tries to find a way out, but there is no other way except the way they came into the canyon. Suddenly, the Ranger gets an idea and whispers a plan to Tonto. A few moments later, Tonto starts to make a run for it and is shot by a Raider. The Ranger runs to him and a few moments later rides out on Silver with Tonto slung across the saddle. The Raiders ride off in pursuit, but a few moments later Vasquez, Scott and Tonto (wearing only a loin cloth) come riding out, firing at the Raiders, driving them off. The Ranger rejoins his friends, and we see the 'body' was merely Tonto's clothes stuffed with grass. As for Tonto, he's got to pull all that grass out of his clothing.

And so, election day in San Ramon is at hand as the cattlemen and nesters cast their ballots. The nesters are confident of victory, since the nesters outvote the cattlemen two-to-one. However, in the saloon, Bart is in conference with a henchman named Manny, ordering to try and get the ballot box. Manny says he can handle it, and pockets a pepper shaker, enigmatically saying 'Pepper has a lot of uses besides seasoning food.' Bart doesn't want the ballots destroyed since Scott's name is written in pencil; the name will be easy to change. Judge Miller declares the polls closed and the ballots will be counted in the morning. Outside, that night, Bill, Tonto and Juan are in conference; Bill is worried the ballots may be stolen. Tonto and Juan are to patrol the outskirts of town, while the Ranger will watch the saloon where the ballot box is being kept. Two nesters, Evans and Merritt, are guarding the saloon, but despite the Rangers' checking, Manny gets in by blowing pepper, from his pipe, into Evan's eyes and knocking him out. The Ranger and Merritt hear Manny breaking open the compartment where the ballot box is stored, and gets it to a coach commandered by the Raiders. The coach rumbles out of town with the Ranger riding after it. He transfers aboard and in the fight, one Raider is knocked into the back, the ballot box is hurled overboard, and the driver shot. The wagon breaks from the team, which is running wild, and goes over a cliff, with the Ranger and a raider slugging it out in the back. It crashes to bits at the base of the cliff!

NO. 10: THE DANGEROUS CAPTIVE

RECAPS:

a. DANIELS — is wounded at the cave while rescuing his son from the Black Raiders.
b. JED SCOTT — is nominated by the nesters to run for sheriff against the cattlemen's candidate.
c. VASQUEZ — and Tonto help fight off Black Raiders sent to capture Jed Scott.
d. BART DOLAN — has the ballot box stolen before the votes can be counted.
e. THE LONE RANGER — pursues the escaping wagon, carrying the stolen ballots.

As the wagon hurtles along the road out of control, the Lone Ranger leaps from the vehicle moments before it plunges over the cliff to destruction. He runs back to where the ballot box fell, picks it up and mounts Silver, riding back to town. The next morning, the ballots are counted by Judge Miller, with Sue tallying them. Jed Scott wins with 147 votes to deputy Parker's 98. The nesters are jubilant; now they'll have a sheriff who'll give them a square deal. Even Dolan congratulates Scott, who appoints Bill, Juan, Evans and Ed Powers as deputies.

At the Dolan ranch, Dolan is complaining to Bart; as far as he's concerned, with Scott as sheriff, the 'nesters will be able to get away with murder and what chance have I of getting any justice.' Bart, thinking out loud, says that his uncle has the right to ask the sheriff for help. If the deputies were busy protecting his cattle, they wouldn't have much time to look after the nesters. Dolan snaps he doesn't need farmers' help, but Bart says that outlaws, like the Raiders, could steal the herds. And so, in the hotel meeting room, Bart outlines his plan to a man named Lunch. The plot is to steal the cattle at Bald Creek, forcing the new deputies to come after them. The result; the elimination of the 'nester' deputies. And with that, the rustling occurs with Dolan asking the sheriff for help, saying the herd was being moved toward Meadow Pass. Bill, Juan, Evans and Powers leave. But outside, Andrews wonders to Juan that its strange that rustling should occur when Jed Scott gets into office. He and Tonto will scout around a bit.

The Lone Ranger and Tonto are scouting on their own when they spot the Raiders. Lynch orders two of them to head back and watch for the deputies. Realizing this means an ambush, the Ranger sends Tonto to bring the deputies the safe way. But Tonto is spotted and two Raiders take after him, lassoing the valiant Indian and tying him up. He's brought to Lynch and forced to watch as the raiders prepare their ambush. But Tonto's horse has run back to where the Ranger is waiting. Suspecting the worst, he rides to the rescue. Meanwhile, Juan, Evans and Powers get into a gun battle with the Raiders. The tide turns agains the thugs when the Ranger, gun blazing, rides onto the scene. One raider is shot, and Lynch is bulldogged from his horse by the Ranger, and knocked out. Juan and the deputies free Tonto, who had been left behind, and the group takes Lynch back to town.

At the hotel meeting room, Bart, Hank and four Raiders are told of Lynch being put in jail. Hank is riled; Lynch will talk to save his neck. But Bart starts to outline a plan that will prevent any possibility of Lynch talking. In the jail, Scott tells Bill, Juan, Powers and Evans that Lynch is ready to talk. But outside, Colt and several Raiders are pil-

ing some kegs of explosives by a wall of the jail. One keg falls, hitting the wall. Scott and Bill hear the noise and Bill and Juan go out to check. Colt has just lit the fuse of the keg when he's spotted. A fistfight ensues, between our heroes and the Raiders with Juan and Bill knocked down and Colt and his cohorts getting to cover. A gunfight ensues with Juan wounded and Bill getting him to safety. Scott and his two deputies come out and Bill spots the keg with the burning fuse. Realizing that the Raiders are trying to blow up the jail, he tells Scott and the others to keep the Raiders busy; he has an idea. He climbs to the roof of the jail, unlimbers a lariat and ropes the keg with the fuse. He's pulling it up, swinging the keg from side to side with the rope as the gunfight rages, and two raiders try to pick him off. The explosive goes off, blotting Bill from sight in the blast!

NO. 11: DEATH BELOW

RECAPS:

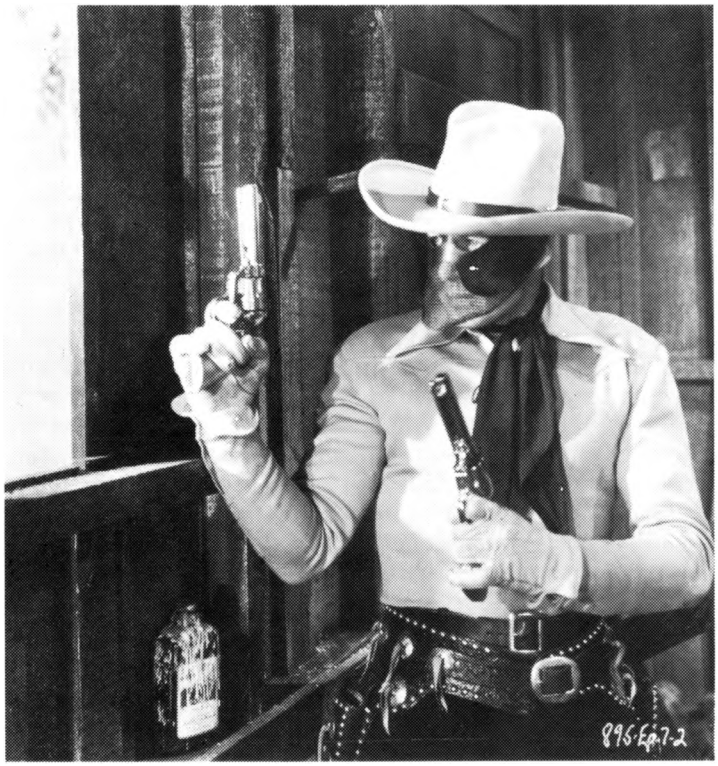
a. **CRAIG DOLAN — demands protection from the sheriff against raids on his cattle.**
b. **SHERIFF JED SCOTT — sends his deputies to trail the stolen cattle.**
c. **THE LONE RANGER — saves deputies from an ambush and capture one of the Raiders.**
d. **BART DOLAN — orders his men to get the prisoner out of jail.**
e. **ANDREWS — discovers the Black Raiders attempting to blow up the Sheriff's office.**

As Andrews pulls the keg with the burning fuse away from the other explosives, his swinging of the rope causes the keg to swing further from the jail. He then releases the rope, sending the explosive at the Raiders. Colt orders the men to run moments before the keg explodes, the smoke blotting out everything for a moment. The Raiders escape as Bill climbs down from the roof, unscathed, and rushes over to the others to see how Juan is. Vasquez was only nicked in the arm.

The next day, a notice from the Federal Land Commission is put up, telling that Martin Gibson, the newly appointed land claim referee will arrive July 19 with full powers to settle all land claim disputes in the district. The nesters are delighted. At this moment, Craig Dolan, Sue and Bart ride into town, Dolan and Bart looking at the notice then walking off. Inside the sheriff's office, Bill and Juan notice that Dolan isn't too happy about the notice. Bill realizes that if anything happened to Gibson, the settlers could be forced out of the valley before another registrar could arrive. Whether or not Dolan is behind it is unknown, since the leader of the attacks keeps himself in the background, using the Raiders as his pawns. Outside, Dolan is telling Sue about the notice. The old man had hoped that he could leave the entire San Ramon valley to Bart and Sue for a legacy. He sends Sue off to do her shopping, while he and Bart talk. Dolan then cryptically says to Bart, 'all men have their shortcomings. I have mine. Gibson must have his.' And they leave.

A short time later, we find Bill Andrews joining Tonto and donning his Lone Ranger identity. He and Tonto are evidently going to meet the stage to protect Gibson. Meanwhile, on the trail, Bart is issuing final instructions to Thorne and the Raiders. They are to offer anything to Gibson, within reason. Then, if he doesn't listen...

The Raiders attack the coach, stop it and Thorne presents the offer to Gibson: $10,000 or more if the registrar fills out the land claim reports in favor of 'certain parties.' Just then, as Gibson refuses, the Lone Ranger and



Tonto appear, riding to the rescue. Thorne and some of the Raiders hold off our heores, as two other Raiders ride off, with the Ranger and Tonto in hot pursuit. The Ranger bulldogs two of the men from their horses and in a brief fight knocks one out and overpowers the other, demanding he tell where they took Gibson. When the man refuses, Tonto suggests that some Indian torture might make him talk. The man gives up and as the unconscious Raider is tied up by Tonto, the Ranger tells his prisoner that he's going to take them to where Gibson is being held.

The trail leads to a shack at the back of a small canyon. Tonto stays with the prisoner, who is tied up, while the Ranger sneaks up to the cabin. Looking through the window, he spots Gibson, guarded by Murdock and another gunman. He breaks in, covering the outlaws and starts to untie Gibson. But Murdock grabs a box from a shelf and throws it at the Ranger, and the fight is on. The Ranger, and the freed Gibson, make short work of the two Raiders. However, as the two start to leave the cabin, they stop, spotting Thorne and the rest of the outlaws riding toward them. They scoot out the back way, and take shelter in some rocks in a gun battle with the outlaws. Tonto, hearing the noise, grabs a rope from his horse and runs to a cliff overlooking the area where the Ranger and Gibson are fighting for their lives. He drops one end of the rope down and as the Ranger holds off Thorne and his men, Gibson climbs up the cliff wall. But the rope starts to fray. As the shooting continues, the Ranger grabs the rope and starts to climb. But the rope parts and the Ranger plummets through the air to his doom below!

NO. 12: BLAZING PERIL

RECAPS:

a. **SHERIFF JED SCOTT — learns that the land commissioner, Martin Gibson, is arriving from Washington.**
b. **CRAIG DOLAN — determines to buy off the new Commissioner.**
c. **BART DOLAN — sends Thorne and the Black Raiders to intercept the stagecoach.**
d. **THORNE — and the Raiders send Martin Gibson**

to one of their hideouts.

e. THE LONE RANGER — rescues Gibson from the cabin and seeks cover among the rocks.

Fortunately, the Lone Ranger is not high enough to be in danger from the fall, and lands safely on the ground. He picks himself up and throws one end of the rope up to Tonto and Gibson, who tie the separated pieces together, and then hold on as the Ranger climbs up again. The Raiders arrive too late as the Lone Ranger, Tonto and Gibson ride off to town.

Later, in the hotel, Scott visits Gibson, who was told of the impending visit by the Ranger. Gibson explains that he has full power from the government to settle all the land claim disputes in the valley. And if either side refuses to obey his ruling, he can call in the cavalry to enforce it. The two men arrange for a meeting between Gibson and the leaders of the settlers at Freeman's barn that evening. At the Dolan ranch, a little later, Bart tells Dolan that he found out about the meeting. Dolan is worried; if Gibson allows the claims of the nesters, homesteaders will come in so fast, there'll be no range left for cattle. What galls him more is that no cattlemen were invited.

Meanwhile, Scott has told other settlers of the meeting and asked to spread the word to be at Freeman's barn. That night, at the barn, we find Gibson, Scott, Bill Andrews, Juan, Tonto and several of the leaders of the nesters. the group proceeds to relate what has happened since their arrival in San Ramon. Scott tells of his being framed for Doc Grover's murder and his arrest (Ep. 1). Bill then tells of how he and Juan pursued the false Lone Ranger and freed Scott, and of how they discovered the killer of his brother was an imposter (Ep. 1).

When Gibson expresses curiosity at the identity of the Lone Ranger, Juan says that all that is known is that the Ranger is a friend of justice. Tonto then relates how the Ranger rescued Doc Grover from two of the Raiders who were going to keep him prisoner until Scott was lynched (Ep. 1).

Outside the barn, Thorne, Murdock and some Raiders have started to spread hay around the barn and set it afire. Bill and the others note the smoke and flame and discover that the barn door is barred from the outside. Bill smashes open a window and starts to climb out, but gunfire from the Raiders drives him back. The flames are spreading all over the barn, as the settlers, at Bill's orders, grab a table and start to try and break down the barn door. But suddenly, a man lets out yell of alarm and the group looks up as the roof of the barn starts to give way. The entire group is buried in flaming debris as the roof of the barn, a mass of flames, comes crashing down!

NO. 13: EXPOSED

RECAPS:

a. SHERIFF JED SCOTT — calls a secret meeting of the nesters with Martin Gibson, land registrar.

b. BART DOLAN — orders the Black Raiders to stop the meeting.

c. ANDREWS — tells Gibson that he suspects Craig Dolan is behind the Black Raiders.

d. MURDOCK — and the Raiders trap Gibson and the settlers in Freeman's barn.

As the first few burning timbers crash down, Bill suddenly yells for everyone to go down a trap door in the barn into the grain cellar. They all make it safely and shut the door moments before the roof caves in in a mass of flames. Outside, the Raiders think the group is finished and ride off. Later, when the barn is burned to the ground and the remains are cooling, we find Scott, in the grain cellar, voicing his suspicion that Craig Dolan is the boss of the Raiders. Gibson is tempted to think this by combining what has happened before to the nesters, Dolan's rabid opposition to settlers and the attempt made on their lives just now. As far as he's concerned, Dolan will have a lot of explaining. The group, once Bill makes sure they can go out safely, leaves the cellar. Scott determines to ride out and bring Dolan into town for Gibson. In town, a Raider spots Bill, Juan, Scott, Gibson and Ed Powers riding into town, and rushes off. Scott and Juan ride off to see Dolan, while Bill rides off to meet Tonto. While donning his Lone Ranger identity, Bill voices his opinion that he's not so sure that Dolan is the man behind the Raiders. But they'll keep a watch on the Dolan ranch just the same.

At the ranch, the Raider, Hank, reports the escape of the nesters to Bart. He also says some of the men want to lay low; they don't like fighting Federal men. Bart tells Hank to have the men meet him at Pine Tree Mine for orders. When Hank leaves, Craig Dolan appears. He has heard everything and confronts his nephew. Bart angrily taunts his uncle for sticking to the law — he's losing all that he's built, while Bart intends to keep the ranch and the entire range, driving out the nesters. To Dolan, this is a bitter blow; the Dolans have always been fighters, but Bart is the first one who hasn't fought squarely. He's going to take him to the sheriff. The murderous Bart whips out his gun and shoots his uncle. Realizing what he's done, he then fires at the window screen to make it look like the shots came from outside. Sue rushes in, finds Bart kneeling over Dolan. Bart says the Lone Ranger shot Dolan as Scott and Juan rush in. But as Bart gives his false accusation, the Lone Ranger and Tonto enter. The Ranger examines the screen and exposes Bart; if the shots came from outside, the wire of the screen would be punched in. Instead, it's punched out. Bart whips out his gun, covering everyone and locks them in a side room. He makes his escape as the Ranger and Tonto break through the door. Sue rushes to her wounded uncle, who manages to tell of the Pine Tree meeting. Juan is sent for the doctor while the Ranger and Tonto ride off to get Bart.

At the mine, Bart is telling his men that he'll be riding with the Raiders from now on. They're going to hit fast and hard before Gibson can act and call in the cavalry. They all go inside the mine to work on their plans, while Colt stands guard. The Ranger and Tonto reach the mine and sneak around to a ledge above Colt. The Ranger jumps the guard and knocks him out; then he and Tonto go into the tunnel. But Colt managed to yell for help and Bart and his men are alerted. A gunfight ensues, during which the Ranger manages to get behind the outlaws and cover them while coming down a mine ramp. He trips and the Raiders attack, Tonto shooting the gun from Bart's hand as he comes to help his friend. In the fight, Bart and some of the gunmen escape into another tunnel, and the Ranger and Tonto search for them amid the maze of off-tunnels from the main cavern. As the Ranger is searching, a Raider accidentally hits a lever releasing a mine car loaded with rock. Bart looks on gleefully as the car races down the mine tracks. As far as he's concerned, the car will finish the Ranger. Tonto, looking around a curve in the tunnel, spots the hurtling car and dodges aside in time. The Ranger hears the car rumbling down the tracks and races down the tracks to try and get away. He finds himself trapped at a dead end and turns to face the huge mine car as it comes racing toward the Lone Ranger!

NO. 14: BESIEGED

RECAPS:

a. **CRAIG DOLAN — learns that Bart is leading the Black Raiders and threatens to expose him.**
b. **BART DOLAN — shoots his uncle to prevent his own arrest.**
c. **VASQUEZ — rides to get a doctor for Craig Dolan.**
d. **THE LONE RANGER — and Tonto try to capture Bart and the Raiders at the Pine Tree Mine.**

As the ore wagon rolls down the tracks toward the boxed-in Lone Ranger, the masked man grabs a large mine timber and places it across the tracks, then backs up. The car hits the timber and topples over before it hits the Ranger. Tonto rushes in to see if the Ranger is all right and they head back for the Dolan ranch since the Raiders have escaped by now.

Back at the ranch, Dolan is realizing the stupidity of his own actions, as the Ranger, Tonto, Sue, Juan and the doctor look on. Dolan will be all right, but he'll never ride again. Dolan warns the Ranger about his nephew; Bart was always willful, had his own way; now that he can't have it, he's gone mad. Outside the ranch, the Ranger, Tonto and Juan decide to warn Scott and the others, getting them to organize patrols for the whole valley.

In their hotel room meeting place, Bart is addressing several of his men, including Hank, Mac and Gil. Now Bart is through playing around; it's a war to the finish. He'll only be satisfied when every settler in the valley and the Lone Ranger are wiped out once and for all. Since there aren't enough men in the valley to back Bart's play, he orders his men to round up every cut-throat, gunslinger and killer in the territory. His plan works, and soon Bart has a small army at his command. He orders one group to start with the Evans place and work along the river, another to start at the west end of the Valley and work along there.

The first instance of the trouble occurs when Bill, Juan, Evans and Powers spot Evans place burning. They pursue a band of Raiders, and Evans lassos Murdock. Instead of being scared, Murdock boasts of the large mass of men they have for their scheme of complete annihilation of the nesters. Bill decides to warn the settlers and have them come to an old fort where they can hold off the outlaws. Bill tells Scott and soon the settlers are heading for the fort, as the Raiders cut through the valley, murdering, pillaging, looting as they destroy ranch after ranch, farm after farm, while Juan and the other deputies warn the rest of the farmers.

The Daniels clan are last to race for the fort, with Bill and Tonto joining them. They make it just in time as a band of Raiders open fire at the sanctuary. But even though they are safe for the moment, Bill knows that the rest of the gang will come soon, and then it will be the end for the settlers. He decides to ride for the cavalry.

The settlers, Scott, Juan and Tonto fire at the Raiders as Bill rides out, but some of the outlaws pursue our hero, who is racing for all he's worth. More of the killers appear and one fires at Bill, who falls from his horse to the ground under some brush, apparently killed!

NO. 15: FRONTIER JUSTICE

RECAPS:

a. **CRAIG DOLAN — warns the Lone Ranger that Bart and the Black Raiders will attack the nesters.**
b. **BART DOLAN — rounds up a gang of desperadoes and starts destroying the settlers' home.**
c. **ANDREWS — warns the settlers and hurries to the adobe fort.**

As Bill falls from his horse to the ground, the Raiders think he's dead and ride off. When they do, Bill gets up, unhurt; he faked the fall to fool the Raiders. He heads for some rocks where Silver is waiting. Bill dons his Lone Ranger identity and rides off to get help, yelling his familiar call. It is heard, however, by some Raiders, who give chase. However, the Ranger eludes them and rides to the nearby cavalry fort. There, he tells the Major in command that there is a massacre at San Ramon Valley. The Major has assembly sounded, and within minutes, the Ranger and the Major are riding at the head of the cavalry troop.

Meanwhile, at the fort, Juan, Scott and the rest of the settlers look on as Bart and his raiders assemble. Bart, realizing the settlers can't have too much ammunition, and orders his men to charge the fort, draw their fire and make them burn up what bullets and gunpowder they have. The Raiders charge and fall back, while Scott and his men manage to dispose of some. But Bart has an idea at this moment and morders some of his men to ride to the old quarry shack and bring the wagon of explosives.

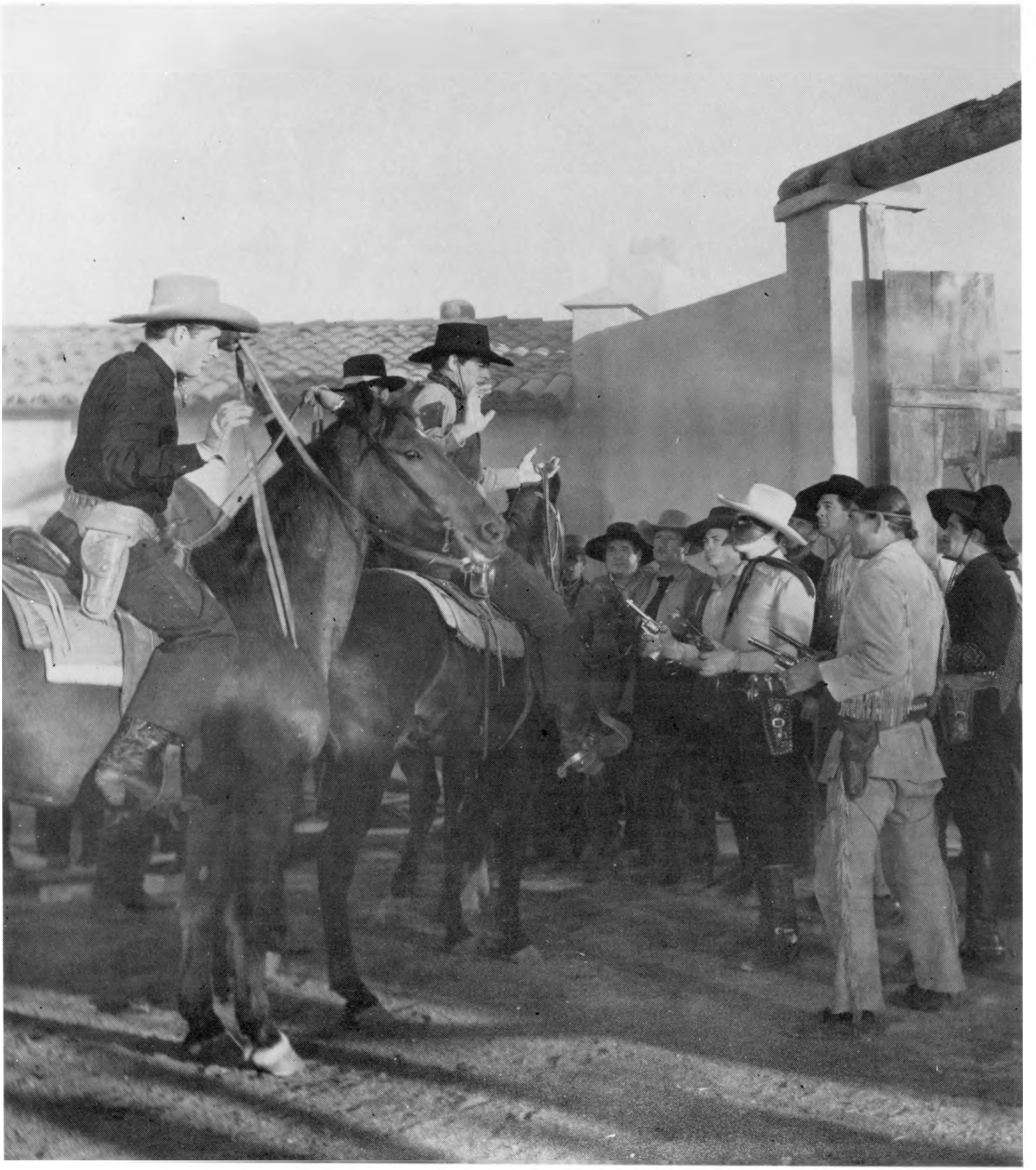
As segments of the Lone Ranger, riding to the rescue, are intercut, Juan and his friends look on as Thorne and his men prepare for another charge. They repulse another attack, but watch as the Raiders drive up with a covered wagon. Juan recognizes the quarry powder wagon, and Scott suspects that Bart plans to blow down the walls of the fort. Bart has his men unhitch the wagon horses, and put a short fuse on one of the powder kegs. The wheels of the wagon are cramped and it's sent rolling toward the fort. It stops by the front of the structure, and Scott clears everyone away from the walls. Just then, Bart and the Raiders look on in rage as the Ranger appears, riding toward the powder wagon. The masked man leaps aboard the vehicle, and fires at the Raiders. Bart realizes that the Lone Ranger will put out the fuse on the powder keg. He and a couple of Raiders ride to stop him.

However, the Ranger hasn't even touched the fuse. Instead, he goes through the wagon, and leaps to the top of the gate and climbs inside the fort, yelling for everyone to get back as far as possible. The settlers do so as Bart and his men ride up to the wagon. Bart goes over to the wagon and climbs inside. But he starts to get out when he sees the powder keg, with the fuse untouched. His attempt to escape is too late; the wagon blows up, destroying Bart Dolan, and demolishing the gates of the old fort. Thorne and his men make another charge, but at that moment, the Calvary appears and surrounds the remaining Raiders. The range war is ended.

And so, at Craig Dolan's ranch, we see Dolan and Scott signing a paper that confirms the peace division of land between the cattlemen and the homesteaders. Watching this are Juan, Sue, Merritt, some homesteaders, and the Lone Ranger and Tonto. Dolan thanks the Lone Ranger for helping to make the valley a peaceful territory where

law and order will prevail. Sue asks if the Ranger will make the valley his home, but the masked man says that in orders areas of the west, injustice and oppression still exist. Until they are stamped out, his job will not end. Sue then expresses the gratitude of all and asks if the Ranger will at least reveal his identity to those he aided. But the Ranger only shakes his head. Juan, his own mission ended, plans to return to his own ranch. Before he and his two friends leave, Juan says, 'I think, someday, senor, our paths will cross again.' The three companions say farewell, and as everyone looks on, Juan Vasquez, Tonto and the Lone Ranger ride off, each going his way, as the Lone Ranger and his Indian companion continue their fight for law and order in the West.

THE END



HI-YO SILVER — AWAY..(FOR NOW!)

THE MYSTERY OF THE MIRACLE RIDER

continues

Chapter 8: Guerilla Warfare

Tom has allowed himself to drop to the ground and Vining and Morley rush toward their hidden car. The rangers at the top of the ravine, noting that Tom is safe, fire at the retreating gangsters and they speed away in their automobile. Tom is hauled back up the road to the top of the ravine. Sewell is questioned regarding the identity of the gunman but refuses to answer and is returned to jail. At ranger headquarters, trader Janes appears and asks Tom if he has seen Stelter. Tom informs him that Stelter has been murdered and a brief argument follows with Janes leaving returning to the store. Janes tells Crossman, his new clerk, that he is going to Stelter's room and not to tell anybody where he is. As he is searching Stelter's room, he hears a noise outside the window and he quickly leaves the room, leaving the door ajar so he can have a view of the room. Janes sees a man come in the window and go to the closet where he uncovers a flask from a hidden pocket in the wall. As he is about to leave, Janes covers him with a gun and demands the flask. Janes seizes the flask from the gunman, Hatton who has been sent to search Stelter's room after Vining made a mess of planting the murdered man's body in the shack. Zaroff has ordered Hatton to search Stelter's room for any X-94 that may have been left there. Janes orders Hatton to go to his private office and has Crossman guard him. Waving the bottle of X-94 in front of Hatton's face, he demands to know where the stuff has come from. After close examination of the flask, he discovers a tiny label on the bottom of it which reads "Zaroff Oil Company." Janes orders Crossman to tie up Hatton and watch him and that he is leaving for Zaroff's and if he is not back in two hours he is to tip off the rangers. Later at Zaroff's, Janes accuses Zaroff of being the one that is trying to drive the Indians off the reservation. Unseen by Janes, Zaroff reaches under the desk and switches on a dictagraph that enables Carlton to hear all that is being said. Carlton hears Janes tell Zaroff about having Hatton tied up in his office with a bottle of explosives with his company name on it. Zaroff pretends to make an agreement with Janes that the two of them ought to be working together to get the Indians off the reservation. In another room Carlton tells Morley about Hatton being tied up in Janes' store and orders him to go and get him out quick.

At ranger headquarters, Rogers reports to Tom Morgan that the finger prints on Stelter's gun were smeared but that the coroner confirms the fact that Stelter was dead long before he was discovered. Morgan rides to search Stelter's room and arrives at the store just as Crossman is coming out of Janes' private office. Crossman goes with Tom to Stelter's apartment, but at once returns downstairs. While Crossman has gone, Morley has sneaked in through an office window and cut the rope that binds

Hatton. The two gunmen search the office for the bottle of X-94 and try to pry open the desk drawer. Just then Crossman enters the office but is soon knocked unconscious. The gunmen break open the door, seize the flask and both escape through the window. Meanwhile, Tom Morgan in the rooms above hears the thud of Crossman's body as he is knocked unconscious and rushes downstairs. He finds the door locked and is forced to knock it down just in time to see the gunment escaping out the window. After examining Crossman, Tom mounts Tony and pursues the gunmen. A swift chase follows until Hatton's horse trips sending the rider to a heavy spill. Morley dashes to cover close by and lays down a barrage of gun fire at which Tom and Tony race to shelter. Tom attempts to draw the fire by the gunmen by repeatedly exposing his hat on a stick held to one side and then the other of the bolder that he is hidden behind. Suddenly, the hat flies up and drops. Hatton tells Morley that he has shot Morgan and that they should rush him. However, this in only a trick and Morgan has only gained a new position and better shelter. As the gangsters prepare to rush Tom, he advises them to surrender and that he has them covered. Hatton agrees to surrender, however, Morley takes out the X-94 flask from his pocket and informs Tom that he will blow him to pieces. Tom starts toward the pair and Morley advises him that one more step and it will be his last. Morgan advances, the flask is thrown and a terrific explosion follows.

Chapter 9: The Silver Band

Tom draws his gun and shoots at the flask. he stops it in mid air by a bullet and then falls to the ground just as the explosion occurs. As the two gunmen gallop away and the smoke and dust clears, Tom staggers to his feet. Half-blinded, he gropes his way to Tony and rides to ranger headquarters, where he receives medical aid for his blindness which is pronounced to be only temporary.

Meanwhile, Morley and Hatton have reported to Zaroff that Tom was literally blown to pieces in the explosion. Zaroff tells Janes that he is to arrange a fake robbery by having some goods planted in an Indian's hut. This scheme is intended to arouse the townspeople against the tribe and force the ravenheads to move from the reservation. The item is to be a silver wristband. Zaroff says the wristband was actually stolen from the hut of Featherfoot and that Janes is to find it in his store, supposedly a clue to the thief Longboat goes to Featherfoot's cabin and plants a number of bolts of printed silks which had been taken from Janes' trading place. Later Janes, accompanied by an aide named Bruner, goes to the Indian Agency office and demands that Adams, the agent, send the thieving redskin out of the country. Ruth hears Janes make the framed charges and observes Janes produce the silver wristband. Featherfoot's cabin is searched and the hidden silks discovered whereupon Featherfoot denies stealing the silks. Adams refuses to let Janes take Featherfoot away and tries to telephone the ranger headquarters only to find the telephone line is dead; cut by the crafty Longboat. He has Janes take him to the ranger headquarters in his car and Janes secretly signals Longboat to notify Zaroff. Longboat calls Zaroff on the hidden Field telephone. Zaroff orders Carlton to send Vining and his crew of gunmen to whisk Featherfoot away. Vining and his crew of villains are to be disguised as townspeople and start a riot in order to get hold of Featherfoot, and also inflame the community against the tribe. In order to keep Mr. Adams out of the way, Bruner pretends the car is out of order as he is driving Janes and Adams to ranger headquarters.

However, Ruth senses their scheme. Through Cottonwood, a friendly Indian, Ruth learns of the approach of the crew of gangsters disguised as plain citizens. Ruth goes to where Featherfoot is being held as a prisoner and tries to persuade him to get away. Featherfoot and Ruth mount their horses and ride away just as the gangsters arrive on the scene. The gangsters chase the Indian girl and Featherfoot, who is mounted on the white horse. Soon they approach a thicket where Ruth urges Featherfoot to change horses with her so she can leave the pursuers off the trail and agrees to meet him in Cold Canyon. They change horse and race off just as the gunmen come within range and put their weapons into action. Featherfoot has a wound in his shoulder and grips his saddle to keep from falling off, as Ruth dashes off yelling "go on, I'll lead them toward the rangers." Vining, chief of Zaroff's gun crew, notices that the two riders ahead are separating the thinking that Featherfoot is on the white horse, decides to take a shortcut in order to match him. The men are riding down a stiff slide onto the trail and at a sign from Vining, Morley throws a lariat and the rope settles around a nearby scrubby tree. The rope is allowed to lie flat on the ground and soon Ruth on the white horse comes dashing around the curve. Morley draws the rope high and taut across the road and moments later Ruth is swept from her saddle.

Chapter 10: Signal Fires

As Ruth is thrown to the ground, Vining is amazed to discover that their victim is not Featherfoot. Kneeling beside Ruth, Vining notices that she will soon regain consciousness and urges haste in leaving before she discovers to whom she owes her injury. The gunmen are hardly mounted and off when Ruth sits up, all her senses alert. She recovers her horse and rides rapidly to find Featherfoot. She stops her horse at the sound of the raven's cry. Hearing the cry repeatedly, and believing it to be a signal from Featherfoot, where he had fallen from exhaustion. Ruth tells Featherfoot she is going to bring the rangers, however, he protests stating "No, whitemen say Featherfoot steal." Ruth exclaims that Tom Morgan won't believe that. That he will protect Featherfoot and though Featherfoot reiterates his wish to get back to the reservation, Ruth insists he lay quiet until she returns. As Ruth rides away, Featherfoot begins to collect twigs in order to make a smoke signal. Soon he has lighted a fire and through the transparent air, the signal arises. At the reservation, several Indians are discussing the charges made against Featherfoot. Longboat listening to their talk suddenly observes the distant smoke and heads toward his horse.

Meanwhile Ruth arrives at ranger headquarters as Mr. Adams and Tom are discussing the possibility of the frame-up against Featherfoot being part of the plot of those who want to scare the ravenheads away. "Tom — Featherfoot's wounded," Ruth cries breathlessly. Tom calls Rogers and Burnett and they hurry to their horses. Ruth accompanies them while Mr. Adams returns to the reservation. In the meantime, Longboat guided by the smoke has found Featherfoot and persuades the accused Indian that it is unsafe for him to go back to the reservation — that instead he must consent to a hiding place of Longboat's choosing. The result of this, is that when the rangers and Ruth reach the place where Featherfoot had been, he has hidden away in a shack used by Zaroff's huskies as a hideout.

His pretended rescuer, Longboat, was already on the way to notify Zaroff of what he had done. "Here is a

signal flare," Morgan quickly observes and kneels to examine the ground. "The ashes are still warm, but where is Featherfoot?" Ruth sounds the Raven's cry but gets no response. "There are other tracks here," says Tom. He added, "Rogers, you and Burnett comb this section, Ruth and I will follow this faint trail." The trail they are following is Longboat's which in its later reaches leads from the hideaway shack to the Zaroff ranch. The half-breed upon arriving at Zaroff's ranch, finds Carlton, Vining, and Morley at the secret entrance to the hidden laboratory. In the laboratory, Metzger is showing Zaroff a new use for X-94. With an addition of chemicals, the substance speeds an air compressor to the point where it is in imminent danger of blowing the whole place to bits. "Power!", exclaims Zaroff eagerly. His thoughts are on the power that is to come to him personally when the Ravenheads are driven away. Carlton comes in with Longboat and his message that Featherfoot has been spirited to the mountain shack, Zaroff tells Longboat to tell his people Featherfoot has been murdered; make them want to leave the reservation. Then turning to Carlton he says, "get your men after Featherfoot and no blundering this time." Carlton then sends Vining, Chapman, Morley, and Hatton to the shack with instruction to dispose of the Indian hidden there. At the shack, Featherfoot sensing the coming of the gunmen, bars the doors and windows. When the gunmen find they have been seen, they send a volley of bullets to stop further barricading against them. Vining commands Featherfoot to open up the door and Morley and Hatton joining him start to batter it down. Tom and Ruth hearing the shots fire three shots into the air to warn Rogers and Burnett. Just as the timbers of the door crash before them, the gunmen see two riders galloping toward the shack. Mounting their horses they flee. As Rogers and Burnett come riding up to the shack, Tom orders them to chase the gunmen and turns to aid Featherfoot. Featherfoot tells Tom about Longboat's crafty work in double dealing and the three start for the reservation. After leaving Zaroff's ranch, Longboat, too, has returned to the reservation and goes first to the agency office where he tells Mr. Adams that Featherfoot has been killed by whitemen. An argument follows and Featherfoot grasping his knife orders Adams to leave the agency. As Adams is backing out the door, Tom, Ruth, and Featherfoot ride up. Tom enters the agency and demands to know what the trouble is about. Longboat exclaims "The whitemen have killed Featherfoot!" After securing Longboat's knife, Tom signals Ruth to raise the shade in order to signal Featherfoot who is waiting outside. As the two Indians come face to face, a terrific battle ensues, and ends with a blow from Tom that sends Longboat sailing through the window. As Tom and Ruth bend over Featherfoot, Adams who was standing by the window exclaims "Longboat is getting away, and on Ruth's horse!" Tom jumps on Tony and begins a chase that is to end disastrously. When Longboat realizes that he is going to be overtaken, he springs from his horse and runs across country afoot. Tom also jumps off Tony and follows on foot; both are headed toward the Zaroff ranch.

(continued next issue)

SERIAL MODELMAKER WILFREDO RIVERA

We are always interested in fans of the serials who have the talent and the patience to re-create many of the great old serial memorabilia. Some fans make costumes, others draw, some make models. Wilfredo Rivera was kind enough to take these photos of the models he created and then set before back issues of his favorite magazine. We thank him kindly for taking the time to share these works of art with us and you. No, the models are not for sale. Back issues of SERIAL WORLD are though. See pages 29 and 30 next...

BACK ISSUES OF SERIAL WORLD

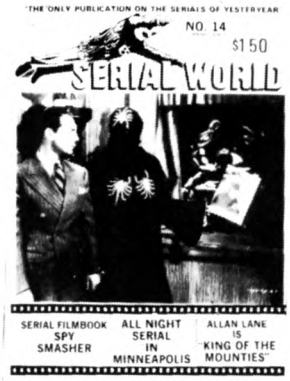
ISSUE #11

24 PAGE ISSUE. Blackhawk, Superman Strikes Back, Interview with Duncan Renaldo, Mysterious Pilot, Serialtoon.

ISSUE #13

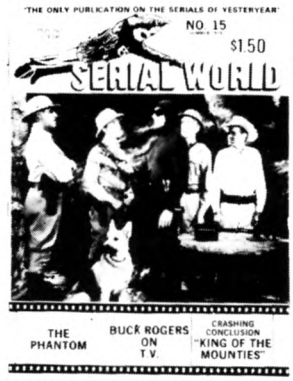
The Shadow Serial, Did You Know That, Spy Smasher, Serial Showcase, Serial Mailbag, Ads.

ISSUE #14



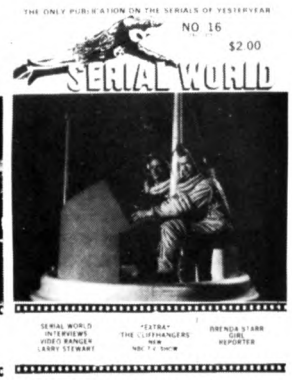
Flash Gordon Conquers Minneapolis, Spy Smasher, King of the Mounties, Did You Know That, Serial Mailbag.

ISSUE #15



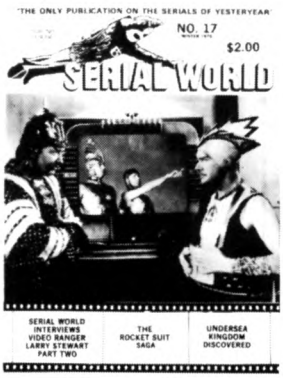
The Phantom, Buck Rogers, King of the Mounties con't, Serial Mailbag & Serial Marquee.

ISSUE #16



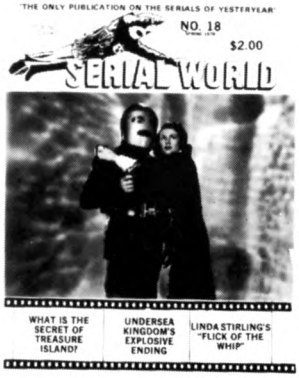
"The Cliffhangers" New NBC T.V. Show, Brenda Starr - Girl Reporter, Interview with Video Ranger Larry Stewart, and much more.

ISSUE #17



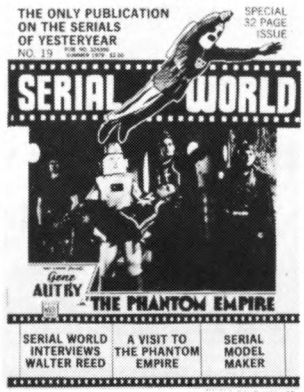
Tribute to I. Stanford Jolley, Rocketman Sage, Interview with Larry Stewart Part 2, Undersea Kingdom, Serial Showcase, Serial Mailbag. Video Serials, etc. 24 page issue.

ISSUE #18



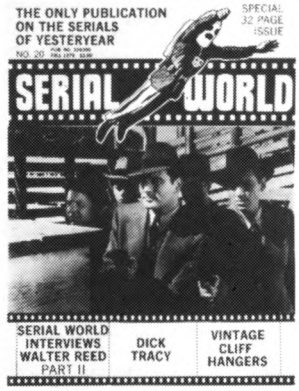
Video Serials, Serial Showcase, Secret of Treasure Island Part 1, Did You Know That?, Zorro's Black Whip, Western Film Club, Serial Quiz, Undersea Kingdom Filmbook, Ads and more.

ISSUE #19



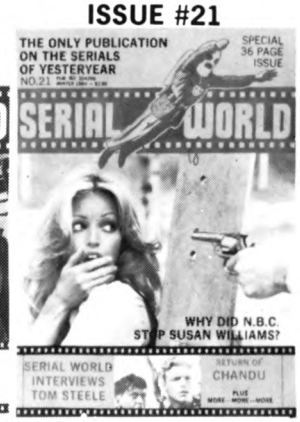
The Phantom Empire, Serial Model Maker, Interview with Walter Reed, Serial Mailbag, Western Film Fair, Today Show segment on Cliffhangers, conclusion of Treasure Island and more!

ISSUE #20



Dick Tracy serial, Interview with Walter Reed part 2, Vintage Cliffhangers, Last chapter for serial stars, Serial Showcase, actual Serial reviews, Serial Pin-Up, Roar of the Iron Horse, Lone Ranger or Clayton Moore, ads and much more!

ISSUE #21

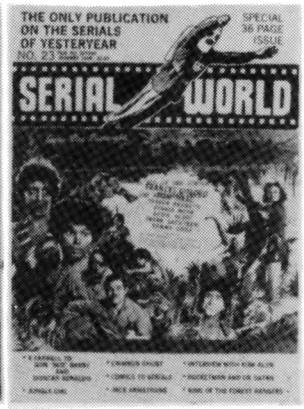


A full color glossy cover with Susan Anton from The Cliffhangers TV shows, full color glossy reporductions of two famous Republic serial posters,Tom Steele interview, Chandu, Roar of the Iron Horse conclusion, and more.

ISSUE #22

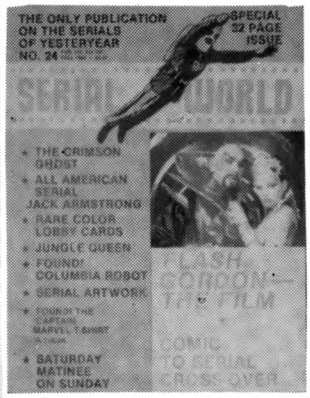
Curse of Dracula story synopsis, Serials On Teleivision, Lone Ranger pilot, David Sharpe tribute, Revisiting the lost city, Interview with George DeNormand, The Crimson Ghost, and more.

ISSUE #23



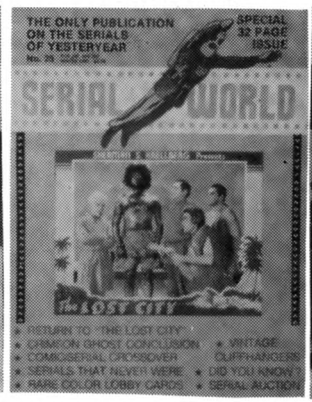
Jungle Girl, Tributes to Red Barry and Duncan Renaldo, Interview with Kirk Alyn, Rocketman pictorial, Adventures of Jack Armstrong, Comic to Serial Crossovers, and more.

ISSUE #24



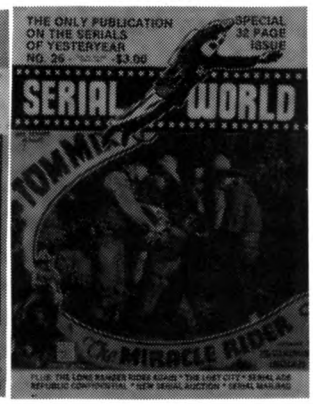
Flash Gordon - The Film, The Crimson Ghost, All American Serial Jack Armstrong, Jungle Queen, Comic To Serial Crossover, Capt. Marvel Shirt In Color, Serial Artwork, Columbia Robot Found, and more.

ISSUE #25



The Lost City, Crimson Ghost Conclusion, Comic/Serial Crossover, Serial That Never Were, Rare Color Lobby Cards, Vintage Cliffhangers, and more.

ISSUE #26



Tom Mix in Miracle Rider, The Lost City, Republic Confidential, The Lone Ranger Rides Again, Serial Mailbag, Serial Showcase, New Serial News, and more.

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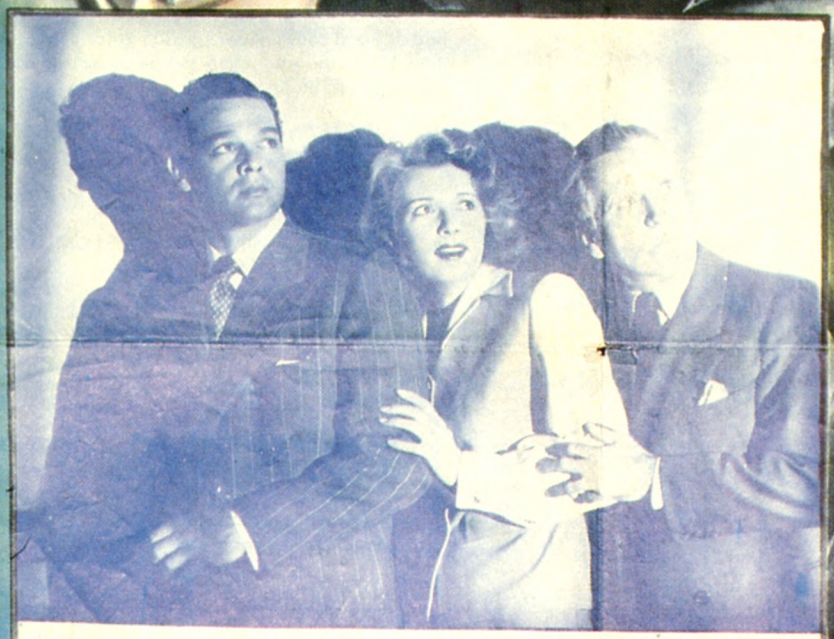

Chapter 3 FLAMES OF FATE

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